OMNIVERSE

SOURCEBOOK: VOL 2

OMNIVERSE

"Who's stronger? Superman or the Hulk?"
"Who's a better fighter? Batman or Captain America?"

The Omniverse Sourcebook is a compilation of characters from all the universes, all the movies and TV shows, Marvel and DC Comics, classic fiction, and even the real world, all quantified and measured against each other. The stat system is formulated on the *Mutants and Masterminds 3rd Edition* Role-Playing game, providing a stat system that compares varying abilities, as well as allowing the characters to actually be played against each other – Superman can actually fight the Hulk… or Godzilla, or Darth Vader.
The stats are, whenever possible, directly from 'official' sources for licensed characters. When these are insufficient or unavailable, original text is supplied, supplemented with judicious artistic license.

COMBAT ROUND

Who Goes First?: D-20 Dice Roll plus Initiative – high score goes first each turn.

How Do You Fight?: First opponent attacks with their Unarmed Fighting score, plus the Dice Roll.

The opponent's defense is their Parry score plus 10 points. If the striker's score is higher than the defender's, he has scored a hit.

If the defender survives the hit, they take their turn, repeating the above process. If both combatants are still conscious, repeat until someone wins.

How Much Did It Hurt?: The damage of the strike is determined by the attacker's Strength + 15 points. The defender must beat that total with a combination of their Toughness score and a Dice Roll. If they fail, they suffer damage, and are –1 on all future Dice Rolls that determine damage.

Every 5 points the defender's Toughness Roll fails by, adds one-degree of failure. When an opponent fails by 4 degrees, they are unconscious.

NOTE: Combatants may supplement their basic abilities with strategy. See: Battle Tactics & Combat Maneuvers.

ABILITY BENCHMARKS

RANK	DESCRIPTION
-5	Completely inept or disabled
-4	Weak; infant
-3	Younger child
-2	Child, elderly, impaired
-1	Below average; teenager
0	Average adult
1	Above average
2	Well above average
3	Gifted
4	Highly gifted
5	Best in a nation
6	One of the best in the world
7	Best ever; peak of human achievement
8	Low superhuman
10	Moderate superhuman
13	High superhuman
15	Very high superhuman
20	Cosmic
23	Titans, Major gods
25	Skyfather
30	Minor Omnipotent, up to galactic effect
40	Major Omnipotent, up to universal effect
50	Universal Power
55	Multiversal Power
60	Megaversal Power
X	Omniversal Power

Although a rank of 7 is defined as "the peak of human achievement" in an ability on the **Ability Benchmarks** table, a character with an ability rank greater than 7 isn't necessarily "non-human," merely superhuman in comparison to *ordinary* people. Many "normal human" characters in the comics have truly superhuman abilities, particularly mental abilities. A character can have a superhuman ability rank without necessarily being anything other than an amazingly talented, well-trained human being. The limit of what "normal" people can accomplish is up to the Gamemaster and depends very much on the style of the game.

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MAGNETO

Magneto is an extraordinarily complex person. He has always been devoted to the protection and preservation of mutantkind. For the longest time Magneto, who suffered through the concentration camps of the Third Reich, sought to protect mutantkind by dominating the non-mutant human majority. He was the X-Men's first foe and the first major evil mutant known to the world. Ruthless would be an apt phrase to describe him in those days.

Because of his crimes, he is wanted worldwide as a criminal (though a world court has found him "not responsible" he Is still considered a fugitive from the law in many countries).

Recently, though, Magneto has had a change of heart. Maybe he is mellowing with age, or possibly he now realizes that one of the reasons mankind hates mutants more than ever before is because he gave criminal reasons for those who had open minds to hate, or maybe Professor Xavier's plea for him to take over the X-Men and guide the New Mutants forced him to alter his views.

Whatever the reason, Magneto has recently made a serious attempt to peacefully coexist with humankind and to curb his powers in battle so the results are less lethal. Now, under the guise of Michael Xavier, Charles's cousin, Magneto acts as the mentor and teacher of the New Mutants and coordinator of the X-Men.

Magneto has two children, the Scarlet Witch and Quicksilver, but they are not even close enough to be considered contacts. The others he has worked with in the past, like the members of the original Brotherhood of Evil Mutants, are neither friends nor enemies to him. **(Str8)**

PERSONALITY

Magneto's chief goal has always been to safeguard mutantkind. Over the years, he has tried many methods to achieve this goal, but his dedication to it has never wavered. Magneto is a strong-willed, domineering individual who strives always to be in control of his surrounds.

Magneto has never considered himself evil, because he fights for what he believes is the greater good – and if he must do evil acts to attain his goal, so be it – the old saw that ends justify means.

POWERS AND ABILITIES

Magneto controls all forms of magnetism, allowing him to shape and form metal at will, erect powerful force fields, enhance his physical strength, even manipulate the iron in people's blood. This ability extends even to normally non-magnetic metals like Adamantium. Magneto can also use this ability to augment his physical strength.

REAL NAME: MAX EISENHARDT
OCCUPATION: TERRORIST, CONQUEROR, ACTIVIST
BASE: MOBILE **AFFILIATION:** BROTHERHOOD OF EVIL MUTANTS, NEW MUTANTS, HELLFIRE, X-MEN
HEIGHT: 6' 2 **WEIGHT:** 180 LBS
EYES: BLUISH GRAY **HAIR:** SLIVER

MAGNETO PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	3	3	3	7	2	10

POWERS

Magnetic Control, Array (38 points) • *41 points*
• **Create Objects:** Create 19, Continuous, Innate, Movable, Precise, Subtle, Limited by material rank and proximity of metals • *1 point*
• **Move Object** 19, Damaging, Precise, Limited to Metal • *38 points*
• Perception Ranged Damage 13, Limited to metallic constructs and objects • *1 point*
• **Nullify Electronics** 19, Alternate Resistance (Fortitude), Broad, Simultaneous, Affects Objects Only • *1 point*
Force Field: Impervious, Immunity 20 (Life Support), Protection 15 • *35 points*
Flight: Flight 6 • *14 points*
Energy Control: Array (24 points)
• Ranged Energy Damage 11 (heat, light, ultraviolet, gamma radiation, gravitons) • *24 points*
• Energy Damage 12 (heat, light, ultraviolet, gamma radiation, gravitons) • *1 point*
Magnetic Detection: Senses 6 (Detect Movement, Accurate, Extended, Radius, Ranged) • *6 points*
Telepathic Projection: Mental Communication 2 •*10 points*
Astral Projection: Remote Sensing 2 (Visual, Auditory, Mental), Defenseless, Subtle 1 • *7 points*
Costume: Impervious Toughness 4, Limited to physical attacks, Removable • *2 points*

ADVANTAGES

Benefit 3 (Millionaire), Close Attack 3, Inspire, Inventor, Leadership, Languages (German), Ranged Attack 7, Teamwork

SKILLS

Expertise: Computers 2 (+9), Expertise: Electronics 2 (+9), Expertise: Engineering 2 (+9), Expertise: Genetics 3 (+9), Expertise: Robotics 2 (+9), Intimidation 6 (+15), Technology 3 (+10)

OFFENSE

INITIATIVE +3

Magnetic Control	Perception Ranged, Varies 19
Unarmed +6	Close Damage 19/2*
	*Without Magnetic Control

DEFENSE

DODGE	6	**FORTITUDE**	12
PARRY	6	**TOUGHNESS**	18/3*
WILL	13	*Without Force Field	

POWER POINTS

ABILITIES	66	**SKILLS**	10
POWERS	140	**DEFENSES**	26
ADVANTAGES	15	**TOTAL**	257

COMPLICATIONS

Holocaust Survivor: Magneto has seen first hand the evil that men do and sees the horrors of the Holocaust being repeated against the mutant community, and will do anything to prevent it.
Relationship: Magneto's relationships have been completely usurped by his mission. Nonetheless, he maintains respect for old friends become rivals, like Charles Xavier and the X-Men. He has worked with mutants like Emma Frost and Mystique.

MYSTIQUE

Raven Darkholm – **Mystique** - led a double life as a high-ranking member of the Department of Defense – and as leader of the second Brotherhood of Evil Mutants. Raven was so adept at changing her appearance, most of her partners in crime didn't even realize she led a double life – the one exception being Rogue, who Mystique raised as a surrogate daughter. She also has been a lifelong associate of Magneto.

After a few clashes with the X-Men and other superhero groups, and spurred in part by the US government's launching of the mutant-tracking program, Project Wideawake, Raven decided that times were growing too dangerous for the Brotherhood to continue its criminal activities. She approached Valerie Cooper, special assistant to the head of the National Security Council, and offered the Brotherhoods' the government.

Renamed 'Freedom force, the members of the Brotherhood were granted pardons and started careers as superpowered government enforces. The team served with distinction, if total ruthlessness, until it was disbanded due to the members' criminal moonlighting and negative publicity from high-profile missions.

Raven spent a brief period of time working with heroes such as Wolverine, as well as cultivating schemes in the course of her job at the Department of Defense.

However, her longtime duplicity was uncovered by Val Cooper, who used this knowledge to force Mystique to become part of the reorganized X-Factor. Her current activities are unknown.

Raven is a self-serving opportunist, with a keen analytical mind, who is always working to increase her power base. She is a charismatic leader who works well with to others but usually keeps her motives secret from her teammates.

Though cold-hearted and manipulative, Raven has a soft spot for rogue, her adopted daughter. She will not allow rogue to be harmed and will help her when they are not at cross-purposes. Raven is also the real mother of Kurt Wagner (Nightcrawler). **(Str6)**

MYSTIQUE PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	7	3	3	5	4	2	6

POWERS

Fast Healing: Immunity 3 (Aging, Disease, Poison), Regeneration 2 - *5 points*

Shape Shifter: Morph 3 (humanoids) -*15 points*

ADVANTAGES

Benefit (Alternate Identity), Defensive Attack, Defensive Roll 3, Improved Initiative, Languages 3 (English: native, 8 others), Move by Action, Ranged Attack 5, Precise Attack (Ranged, Concealment), Skill Mastery (Deception), Uncanny Dodge

SKILLS

Acrobatics 6 (+9), Athletics 6 (+7), Close Combat: Unarmed 4 (+9), Deception 7 (+11), Expertise: Military 6 (+10), Perception 6 (+8), Ranged Combat: Guns 7 (+10), Sleight of Hand 7 (+10), Stealth 7 (+10), Technology 3 (+7), Vehicles 5 (+8)

OFFENSE

INITIATIVE +3

Unarmed +8 — Close Damage 1+

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	12	**TOUGHNESS**	10/7*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

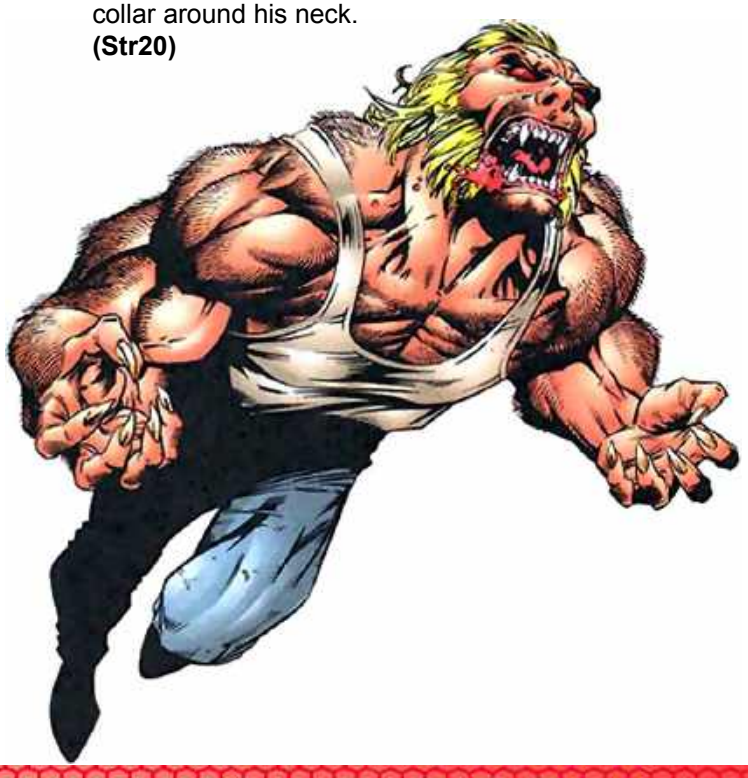
ABILITIES	62	**SKILLS**	29
POWERS	20	**DEFENSES**	25
ADVANTAGES	17	**TOTAL**	153

COMPLICATIONS

Hatred: Mystique has spent much of her life enduring the prejudice and hatred of normal humanity, and has learned to return all of it.
Relationships: Mystique is the mother of Nightcrawler, and the adoptive mother of Rogue. She has worked in partnership with Magneto and other mutants.

SABRETOOTH

Descended from a variant wolf-like strain of humanity known as the 'Lupine', Victor Creed suffered an abusive childhood at the hands of a father disgusted by his feral nature. As an adult, he took the name **'Sabretooth'**, and eventually served as part of a Special Forces team with the mutant, Wolverine. It is clear, however, that the two have along standing mutual hatred, and Sabretooth once murdered a woman whom Wolverine loved.
Sabretooth is recognized in the underground and mercenary circles as a hired killer and assassin, one known for his love of hunting his prey. He has worked alone and with other supervillains, most notably with Sinister as the head of the marauders – famous for slaughtering the underground mutants called the Morlocks. Sabretooth took great pleasure in this assignment, and enjoys reminding others of his part in the massacre
At one point Professor Xavier took Sabretooth into the X-Men's home, hoping he could be cured of his murderous impulses. The attempt failed utterly and Sabretooth is once again a foe of the X-Men, especially Wolverine.
Creed also served with X-Factor during the time that Mystique was associated wit that group. X-Factor tried to control Sabretooth's feral instincts with an inhibitor collar around his neck.
(Str20)



SABRETOOTH — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
6	5	7	7	11	0	4	1

POWERS

Claws: Strength-based Damage 2, Enhanced Advantage 4 (Improved Critical 4: Claws) - *6 points*
Enhanced Senses: Senses 8 (Accurate, Acute, Extended and Tracking Smell, Danger Sense [olfactory], Extended Hearing, Low-Light Vision), Enhanced Advantage 1 (Uncanny Dodge) - *9 points*
Healing Factor: Enhanced Advantage 1 (Diehard); Immunity 3 (Aging, Disease & Poison—both Limited [halve rank of effect]); Regeneration 4 - *7 points*

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Defensive Roll 3, Diehard, Improved Critical (Claws), Improved Initiative, Instant Up, Power Attack, Uncanny Dodge

SKILLS

Acrobatics 1 (+8), Athletics 6 (+11), Close Combat: Claws 3 (+14), Close Combat: Unarmed 3 (+14), Expertise: Military 1 (+1), Expertise: Streetwise 8 (+8), Intimidation 16 (+17), Perception 8 (+12), Stealth 10 (+17), Vehicles 2 (+9)

OFFENSE

INITIATIVE +10

Claws +14	Close, Damage 8, Crit 19-20
Unarmed +14	Close Damage 6

DEFENSE

DODGE	14	**FORTITUDE**	10
PARRY	14	**TOUGHNESS**	8/5*
WILL	9	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	82	**SKILLS**	29
POWERS	22	**DEFENSES**	20
ADVANTAGES	12	**TOTAL**	165

COMPLICATIONS

Enemy: Wolverine
Bloodthirsty: Sabretooth is consumed with blood-lust – if he can't get paid for killing people, he goes out and does it on his own. Unlike your typical serial killer, he has no 'type', and will kill anyone available.
Relationships: Sabretooth's bloodlust tends to minimize his inter-personal relationships, but he has partnered with the Constrictor on more than one occasion, and the Constrictor – for some unspecified reason – seems to look after Sabretooth like a crazy brother.

ONSLAUGHT PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	-	5	5	8	11	20	20

POWERS

Astral Body: Remote Sensing 22 (visual, auditory, mental), Defenseless, Subtle 1 • *111 points*

Magnetic Control, Array (38 points) • *41 points*

• **Create Objects:** Create 19, Continuous, Innate, Movable, Precise, Subtle, Limited by material rank and proximity of metals • *1 point*

• **Move Object** 19, Damaging, Precise, Limited to Metal • *38 points*

• **Perception Ranged Damage** 19, Limited to metallic constructs and objects • *1 point*

• **Nullify Electronics** 19, Alternate Resistance (Fortitude), Broad, Simultaneous, Affects Objects Only • *1 point*

Force Field: Create 18, Impervious, Immunity 20 (Life Support) • *38 points*

Flight: Flight 6 • *14 points*

Energy Control: Array (24 points) • *25 points*

• Ranged Energy Damage 11 (heat, light, ultraviolet, gamma radiation, gravitons) • *24 points*

• Energy Damage 12 (heat, light, ultraviolet, gamma radiation, gravitons) • *1 point*

Magnetic Detection: Senses 6 (Detect Movement, Accurate, Extended, Radius, Ranged) • *6 points*

Mutant Detection: Senses 6 (Detect Mutant, Acute, Analytical, Extended, Radius, Ranged) • *6 points*

Psionic Detection: Senses 5 (Mental Awareness, Acute, Analytical, Extended, Radius) • *5 points*

Psi-Screen: Immunity (Mental Effects), Sustained • *10 points*

Telepathic Projection: Mental Communication 2 •*10 points*

Astral Projection: Remote Sensing 2 (Visual, Auditory, Mental), Defenseless, Subtle 1 • *7 points*

Telepathy: *Array (88 points)* • *94 points*

• **Alter Thoughts:** Perception Ranged Affliction 22 (Resisted by Will; Dazed, Stunned, Transformed), Progressive, Continuous • *88 points*

• **Mind Blast:** Mental Blast 22 • *1 point*

• **Telepathic Communication:** Area Mental Communication 4, Selective • *1 point*

• **Mental Invisibility:** Concealment 10, Resistible by Will • *1 point*

• **Mental Probe:** Mind Reading 22, Cumulative, Subtle • *1 point*

• **Mind Control:** Mind Control 22 • *1 point*

• **Telekinesis:** Move Object 2, Close • *1 point*

ADVANTAGES

Inventor, Leadership, Languages (German), Range Attack 5

SKILLS

Expertise: Computers 2 (+13), Expertise: Electronics 2 (+13), Expertise: Engineering 2 (+13), Expertise: Genetics 3 (+14), Expertise: Robotics 2 (+13), Intimidation 6 (+30), Technology 3 (+14)

OFFENSE

INITIATIVE +3

Alter Thoughts	Perception Ranged, Affliction 22
Magnetic Control	Perception Ranged, Varies 19
Mind Blast +10	Perception, Damage 22 (Resisted by Will)
Mind Control	Perception Ranged, 22
Unarmed +8	Close, Damage 20

DEFENSE

DODGE	6	**FORTITUDE**	Immune
PARRY	8	**TOUGHNESS**	Immune
WILL	20		

POWER POINTS

ABILITIES	217	**SKILLS**	10
POWERS	363	**DEFENSES**	6
ADVANTAGES	4	**TOTAL**	600

COMPLICATIONS

Composite Psyche: Onslaught possesses the composite memories and personalities of both Charles Xavier and Magneto.

Energy Being: Onslaught is an Energy Being and, as such, is only vulnerable to dissipation. His energy is contained by Armor composed of pure Psionic Energy (TOU 22). This armor also contains an Internal Dimension that acts as a prison (25 ranks) to those who Onslaught traps within himself. Onslaught may access any powers of those trapped inside this pocket dimension as his own.

ONSLAUGHT

When Professor Charles Xavier (See entry for: **X-Men: Professor X**) telepathically rendered Magneto catatonic, he unknowingly absorbed Magneto's dark ego. Magneto's negative emotions merged with Xavier's suppressed urges, forming a powerful, dormant psionic entity - the self-dubbed **Onslaught**.

Rising anti-mutant hysteria, combined with the Legacy Virus casualties and Xavier's failure to rehabilitate Sabretooth, all compounded Xavier's frustration, and when anti-mutant humans killed a young mutant named Dennis Hogan near the Xavier Institute, Onslaught finally awakened within Xavier. This powerful new being

decided to achieve Xavier's dream of peaceful mutant/human coexistence by utilizing the interdimensional firm Landau, Luckman & Lake's warp portals to bond humanity into a collective intelligence. To this end, Onslaught attempted to generate fear to heighten psionic activity. In Vancouver, B.C., Onslaught sought to recruit Xavier's step-brother Cain Marko, the criminal Juggernaut. When Marko declined, Onslaught mentally blocked Juggernaut from remembering its true identity, and magnetically threw him to New Jersey.

Learning the mutant-hunting Sentinels-automations could store psionic energy, Onslaught abducted several scientists in order to create a Sentinel army. Soon after, Xavier encountered X-Man (Nate Grey) on the astral plane, who pulled Xavier's astral form into the physical world. Onslaught thus escaped Xavier's mind, but was still "tethered" to Xavier.

To assist in disseminating his hyper-psionic energy, Onslaught enlisted the mutant teleporter, Gateway, to abduct the psionic mutant, Chamber. It also sent the armored mutant Post to "test" the X-Men and Cable, and recruited and empowered several other mutants such as the Blob, Mimic and Holocaust as pawns against the X-Men.

Now fully possessing Xavier, Onslaught revealed the Professor's suppressed darker memories to Jean Grey, hoping to recruit her Phoenix Force experience to gain more power. Rejecting Onslaught, Jean Grey removed the Juggernaut's mental block, discovering that Onslaught was, in fact, Xavier. In retaliation, Onslaught then trapped Juggernaut's consciousness inside Marko's own empowering Ruby of Cytorrak. In an effort to further maximize its abilities, Onslaught then created the child-like psionic projection, Charlie, in order to befriend and capture vastly powerful mutant child, Franklin Richards (See entry for: **Fantastic Four: Franklin Richards**).

As Xavier, Onslaught attempted to lead the X-Men to war against humanity. When the X-Men resisted, Onslaught revealed itself and attempted to destroy them. Onslaught then mentally enslaved the Hulk and sent him after Cable, but Cable and Storm freed the Hulk's mind and recruted the green giant as an ally against Onslaught. Onslaught then captured X-Man, adding both his and Franklin's psionic powers to its own. It sent the Sentinels to Manhattan to sow panic, creating a Central Park citadel, and unleashed an electromagnetic pulse, shutting down the city's power gird. The X-Men, now accompanied by the Fantastic Four, the Avengers, and even villains like Doctor Doom, opposed Onslaught,. But after the Thunder God, Thor, freed Xavier, Onslaught became even more powerful.

Concluding that no one on Earth was worthy to live, Onslaught decided to obliterate humanity as a whole and created a second sun.

While Thor and Storm attempted to minimize the resultant cataclysmic damage, the Hulk asked Jean Gray to telepathically turn off his Bruce Banner personality, resulting in a Hulk with unlimited rage-fuelled strength who attacked and shredded Onslaught's psi-armor. The armor exploded releasing energy that separated the Hulk from his human side. Onslaught itself became a being of pure mental energy, immune to physical harm, but Thor attempted to disrupt Onslaught's energy form, attacking from within, apparently sacrificing himself, and the other Avengers, the Fantastic Four, and several non-mutant allies, followed suit, weakening the entity further. As Onslaught dissipated, both Franklin Richards and X-Man were rescued.

Though believed dead, the heroes were actually transported to a pocket universe (**Heroes Reborn**) subconsciously created by Franklin where they briefly encountered a manifestation of Onslaught, heralding the possibility of the entity's eventual return. **(Str190)**

MANGOG

Mangog, or "The Mangog" as it originally referred to itself, is the sum total of all the hatred of a billion, billion beings – an alien race that was once destroyed by Odin, father of Thor, and ruler of the Asgardian Gods.
Imprisoned deep beneath Asgard, the Mangog was accidentally freed by the Rock Troll Ulik, and the creature went on a rampage, waging war against Asgardian Gods – and Thor and Odin, in particular - on multiple occasions.
The Mangog proved to be physically almost unstoppable, and it has usually only been defeated by exploiting the Mangog's dependence on psychic energies (such as hatred, fear, or desire for vengeance) felt by other sentient beings to sustain itself. Without such a source, the Mangog will shrink down to near nothingness.
While the Mangog's nihilistic, destructive nature usually predisposes that it act independently, it did once align itself with the Mad Titan, Thanos, in one of the Titan's numerous quests for universal domination and/or destruction, but they were both ultimately stopped by Thor.
It is possible that the Thunder God might have recently, finally ended the threat of the Mangog once and for all - having inherited the Odin Force during Ragnarok – the Asgardian Doomsday – Thor simply dissipated the Mangog's energies with a wave of his hand. The Mangog has not been seen since the destruction of Asgard – although, as Asgard has, itself been resurrected, it is possible the Mangog could as well..
The exact nature of the Mangog has never actually been fully revealed and is somewhat unclear. The creature has often been called a demon, suggesting that it is a supernatural being parasitically dependent on the mystic and psionic energies of other sentient beings. It is also possible that the Mangog is a minor abstract entity incarnating the hatred experienced by the alien race from which it first sprang, and eventually, by its own independent being.
If that proves to be the case, then the Mangog may actually be an avatar of the conceptual entity, Master Hate, in a manner that is similar to the relationship between the godlike, mystical entity, Cytorrak, and the mutant Juggernaut**. (Str250/500)**

PERSONALITY

The Mangog is a creature of pure hate and destruction. Literally formed by the psychic energy of the hatred of a billion, billion beings, the Mangog expresses itself only through violence. Its goal is always simple destruction, and the acquisition of personal power, only to further spread more destruction. The Mangog also bears a great personal hatred for Odin and Thor, and for Asgardians in general.

POWERS AND ABILITIES

The Mangog's draws his powers from mystical and psionic energies that are manifested in hatred and vengeance. He possesses vast superhuman strength that easily exceeds that of Thor. He is able to manipulate vast amounts of mystical energy. The Mangog's very life is connected to the energies that he feeds from. Mangog will shrink or seemingly vanish if deprived of those mystical and psionic energies.

REAL NAME: MANGOG
OCCUPATION: SEEKER OF VENGEANCE
BASE: NONE
AFFILIATION: NONE
HEIGHT: 12'
WEIGHT: 3,500 LBS
EYES: BROWN
HAIR: NONE

MANGOG PL18

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
23	23	5	4	10	0	-1	1

POWERS

Invulnerability: Immunity 10 (Life Support), Impervious Toughness 18 • *28 points*
Mystical Energy Control: Energy Control 24 (Variable Power, Any Powers with the Magical Descriptor) – *168 points*

ADVANTAGES

All-Out Attack, Die Hard, Extraordinary Effort, Fearless, Great Endurance, Improved Critical (Talons), Power Attack

SKILLS

Close Combat: Unarmed 2 (+12), Expertise: Mystical Lore 8 (+9), Expertise: Magic 6 (+7), Intimidation 12 (+32), Perception 6 (+14), Ranged Combat: Magic Blast 6 (+11)

OFFENSE

INITIATIVE +5

Magic Blast +11	Ranged Damage 24
Unarmed +12	Close Damage 23

DEFENSE

DODGE	10	**FORTITUDE**	25
PARRY	10	**TOUGHNESS**	23
WILL	11		

POWER POINTS

ABILITIES	192	**SKILLS**	20
POWERS	96	**DEFENSES**	10
ADVANTAGES	6	**TOTAL**	324

COMPLICATIONS

Enemies: Odin, Thor, gods of Asgard
Psionic Vampire: All Mangog's Powers and Abilities are directly dependent upon his ability to feed upon psionic energy – drawing upon the hate of a 'billion, billion beings'. If this power is nullified, Mangog loses 1 rank in all abilities and powers each turn, and suffers 1 rank of Shrinking. When Mangog's Shrinking reaches -5, he vanishes into nothing.

MAN-THING

Ted Sallis first came to prominence in government circles as the chief chemist working on "Project Sulfur," a U.S. Army research program aimed at developing a means to survive bio-chemical warfare. Sallis developed "Serum SO-2,' which would have succeeded in immunizing human beings to all toxic biochemicals, but the mutagenic effects of the serum would have transformed people into monsters. The serum was never put into production.

After Project Sulfur was shut down, Sallis was reassigned to "Project Gladiator," a research program under the auspices of S.H.I.E.L.D., which was aimed at recreating the lost "super-soldier" serum that had spawned Captain America during World War II. Working separately from his colleagues, who included Doctors. Wilma Calvin and Barbara Morse (Mockingbird), Sallis evidently attempted to use a modified version of his own SO-2 formula as the basis for a new super-soldier serum. He was close to success when he was betrayed into the hands of the scientific Hydra-offshoot, the subversive Advanced Idea Mechanics by his wife, Ellen.

Perhaps already suspecting betrayal, Sallis had earlier destroyed his notes. To guarantee that the secret would not fall into AIM's hands, Sallis injected himself with the only existing sample of his modified Super Soldier serum, and fled into the nearby swamp. Sallis should have died, but over the course of several hours, mystical forces combined with chemical science to transform him into the monstrous, misshapen creature who would be dubbed the **Man-Thing**.

The substance of Sallis's body was eaten away and replaced by vegetable matter. Though he mimics the form of humanity to a large extent, he can no longer be considered human. Though he retains Ted Sallis's soul, and rudimentary vestiges of Sallis's intellect, he cannot be said to be truly intelligent

Since the time of his creation, the Man-Thing has served as the guardian of the "nexus of realities," an Interdimensional focal point which has manifested itself in the middle of the Man-Thing's swamp. Though the Man-Thing's adventures have occasionally drawn him away from the swamp, he has always returned, and it is said that he is destined to remain the guardian of the nexus on this plane of existence for as long as the nexus manifests itself in this reality. **(Str25)**

PERSONALITY

The Man-Thing is a nearly mindless creature, motivated by empathic emotional stimuli rather than actual thought. He is the guardian of the Nexus of Realities, but certainly has no knowledge of his role. He is drawn to pleasant emotions, while negative emotions cause pain and provoke him to violence.

REAL NAME: TED SALLIS
OCCUPATION: GUARDIAN OF THE NEXUS OF REALITIES
BASE: EVERGLADES SWAMP NEAR THE NEXUS OF REALITIES
HEIGHT: 7 **WEIGHT:** 500 LBS.
EYES: RED **HAIR:** NONE

MAN-THING PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
7	14	-2	1	8	-4	2	11

POWERS

Burning Touch: Damage 10, (Limited to whoever knows fear) • *40 points*

Emotion Detection: Mind Reading 14, Effortless, Subtle 2, Limited to Emotions, Limited to Surface Thoughts, Permanent; Impervious Will 6 • *34 points*

Vegetable Form: Healing Factor (Regeneration) 4 Impervious Toughness 15 • *28 points*

Oozing: Insubstantial 1 • *4 points*

ADVANTAGES

Improved Hold, Tracking

SKILLS

Intimidation 3 (+13), Stealth 6 (+4)

POWERS

INITIATIVE -2

Burning Touch	Damage 10
Unarmed +8	Close Damage 7

DEFENSE

DODGE	2	**FORTITUDE**	14
PARRY	6	**TOUGHNESS**	14
WILL	6		

POWER POINTS

ABILITIES	76	**SKILLS**	5
POWERS	106	**DEFENSES**	8
ADVANTAGES	2	**TOTAL**	137

COMPLICATIONS

Monstrous Appearance: The Man-thing is a particularly ugly apparition, and most people will react to him in horror, which is unfortunate, as fearful emotions prompt him to attack.

Vulnerability: The Man-Thing is dependent upon the swamp, losing 2 ranks of STR, STA, & FGT each week spent away from it. If his STR drops to –5 ranks, he becomes comatose until returned to his normal environment.

Whatever Knows Fear Burns at the Touch of the Man-Thing: Sensing fear will cause the Man-Thing to attack, and will activate his 'Burning Touch' on contact.

POWERS AND ABILITIES

The Man-Thing crudely mimics human form, but consists of swamp matter, like moss and fibrous weeds, giving him superhuman strength and making him extremely difficult to injure – he has no vital points, bullets pass through him, and he will grow back any lost body parts. This same insubstantial quality allows him to ooze through or around openings or barriers such as wire mesh or steel bars.

The Man-thing is highly sensitive to emotions, and violent emotions cause him pain, prompting him to attack its source. Fear, in particular, causes him to secrete a sulfuric acid-like chemical that causes a fearful person to burst into flame – whatever knows fear, burns at the touch of the Man-Thing.

The Man-Thing's unique mystical-chemical physiology makes him dependent on swamp environments, like the Florida Everglades, and prolonged separation from the swamp could cause him to die, although he recovers quickly once he is returned to the swamp.

The Man-Thing is mostly non-sentient, although he does sometimes 'recognize' emotional patters of people he has met before.

MARTIAN MANHUNTER

Dr. Erdel's experimental teleportation beam transported the Martian J'onn J'onzz to Earth. The shock of a face-to-face encounter with a true alien gave Erdel a fatal heart attack, leaving J'onn a stranger in a strange land. Using his telepathic and shape-changing abilities, he managed to blend in and conceal his true nature. He eventually adopted the identity of John Jones, a police detective, and covertly used his Martian powers to fight crime and protect the innocent from harm.

The **Martian Manhunter** found his first true colleagues and friends on Earth upon joining the Justice League of America. Although initially suspicious of a telepathic, shape-changing alien who seemed to come up with a new power every week, the other members came to accept J'onn as one of their own. This helped to cushion the terrible blow when he learned Dr. Erdel's device transported him not only through space, but millennia through time. Mars is a dead world, and J'onn's people, including his wife and child, are long gone.

J'onn chose to focus his energies on his adopted world and his family within the JLA. Various incarnations of the team have relied upon him as their best strategist and organizer, with his ability to keep members in telepathic contact over great distances. He has also explored Earth, taking on many human guises of different races, genders and nationalities, operating in areas of the world largely ignored by other heroes. J'onn J'onzz is sober and serious, but also deeply compassionate. **(Str85)**

PERSONALITY

In spite of his alien nature (or perhaps because of it) he sees all life as worth saving. His telepathic abilities make him an understanding listener and advisor, and he's a brilliant strategic thinker and team coordinator. In spite of his close friendships on Earth, J'onn carries a deep sense of loneliness for the life he left behind on Mars.

POWERS AND ABILITIES

The Martian Manhunter is one of the most powerful heroes in the world: the early members of the Justice League used to joke how there seemed to be no end to J'onn's powers. He is nearly as strong, fast and tough as Superman or Wonder Woman, and also has virtually complete mental control over his physiology. He can change shape and become intangible or invisible at will. J'onn is also a powerful and skilled telepath, able to read minds, communicate mentally over great distances and even influence the minds of others to a degree. J'onn's primary weakness is fire, which robs him of his powers and renders him as vulnerable as an ordinary human.

In addition to his regular set of powers, J'onn has considerable potential for power stunts, allowing him to display an even *greater* range of effects than usual. Some of his potential stunts include:

- Using his Martian Morphology array for virtually any sort of effect based on changing his physiology, from Elongation or shifting around his physical traits, to changing his size or chemical composition, or even altering the structure of his brain to affect his *thinking* in different ways (granting him Enhanced Awareness, Insight, or Perception, for example).
- Stunts involving his Telepathy, ranging from Afflictions (like Mind Control or altering memories, something J'onn is normally reluctant to do) to Illusions (Resisted by Will and Selective).
- Stunts based on his Martian Strength, suitable for any extremely strong hero (see the **Powerhouse** archetype in *DC Adventures* for some examples).
- Using the psychokinetic nature of his Flight and Martian Vision for power stunts such as move Object effects or Flight that Affects Others.

REAL NAME: J'ONN J'ONZZ
OCCUPATION: DETECTIVE, ADVENTURER
BASE: EARTH
AFFILIATION: JUSTICE LEAGUE
HEIGHT: 6' 7"
WEIGHT: 300 LBS
EYES: RED
HAIR: NONE

MARTIAN MANHUNTER PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	10	2	2	8	3	4	3

POWERS

Flight: Flight 13 (16,000 MPH) • 26 points
Martian Durability: Protection 3, Impervious 3, Immunity 10 (Life Support) • *16 points*
Martian Morphology: Array *(20 points)*
• **Intangibility:** Insubstantial 4, Dynamic • *21 points*
• **Density:** Protection 2, Impervious Toughness 12, Sustained, Dynamic • *2 points*
Invisibility: Visual Concealment 4, Dynamic • *2 points*
• **Shapeshifting:** Morph (any form) 4, dynamic • *2 points*
Martian Senses: Senses 6 (Extended Vision 2, Mental Awareness, Vision Penetrates Concealment) • *7 points*
Martian Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str20; 25,000 tons) • *4 points*
Telepathy: Mental Communication 5, Mind Reading 11 • *42 points*

ADVANTAGES

Contacts, Great Endurance, Leadership, Power Attack, Teamwork, Trance

SKILLS

Close Combat: Unarmed 4 (+12), Insight 8 (+12), Intimidation 5 (+8), Investigation 10 (+13), Perception 8 (+12), Persuasion 5 (+8), Ranged Combat: Marian Vision 8 (+10), Stealth 4 (+6), technology 4 (+7), Vehicles 4 (+6)

OFFENSE

INITIATIVE +2

Martian Vision +10	Ranged, Damage 11
Unarmed +12	Close Damage 16

DEFENSE

DODGE	12	**FORTITUDE**	13
PARRY	13	**TOUGHNESS**	13
WILL	12		

POWER POINTS

ABILITIES	96	**SKILLS**	30
POWERS	144	**DEFENSES**	29
ADVANTAGES	6	**TOTAL**	305

COMPLICATIONS

Enemies: The Martian Manhunter's foes include the Human Flame (who wears a special suit that can project fire), the Master Gardener and his Lizard-Men, and the evil genius Professor Hugo. He has confronted a number of rogue members of his own race as well, including the warlike White Martians and his own brother, Malefic.
Power Loss: Loss of powers and reduction of STR and STA to 2 when exposed to fire.
Prejudice: Often feels isolated among humans, a 'stranger in a strange land.'

OTHER MARTIANS

J'onn later learned he was not the sole survivor of the Martian race. His twin brother, Ma'alefa'ak, is a mutant, born without telepathic abilities. This turned him into a sociopath incapable of empathy and he engineered H'ronmeer's Curse, a telepathic plague that wiped out Martian civilization. Malefic (as he became known on Earth) was the sole survivor, living hidden in the ruins of Mars for centuries, until he learned his missing twin was alive on Earth. Malefic's abilities and traits are similar to those of the Martian Manhunter, save that he has no telepathic powers and is immune to fire.
The first use of Dr. Erdel's device brought a female Green Martian named D'Kay to Earth. A psychotic serial killer, D'Kay went on a rampage and Erdel summoned J'onn partially to deal with her. D'Kay managed to hide (and murder) for years using her powers before J'onn discovered her existence.
The Justice League also encountered a group of White Martians, warlike cousins of the peaceful Green Martians. They escaped from exile to the dimension known as the Still Zone and attempted to deceive humanity by posing as alien super heroes called the Hyperclan (each using just one or two of their wide array of Martian powers). The Justice League exposed their plan and used their vulnerability to fire to defeat and re-imprison them.
The White Martians possess all of the same powers as J'onn, though their "natural" form is more bestial and warlike.

MEPHISTO

Mephisto is a powerful extra-dimensional demon that rules over a pocket dimension, which he refers to as "Hell" - although it is apparently not the 'Hell of the Judaeo-Christian religion, Mephisto likes to maintain the illusion that he is, in fact, the Christian "Devil", in order to exploit the fears of humans, whom he consequently finds much easier to corrupt. At times, therefore, Mephisto has variously referred to himself or allowed himself to be called by the names, “Mephistopheles," "Satan," and “Beelzebub."

Mephisto's domain is inhabited by himself, the lesser supernatural beings that serve him, and the astral forms, or ‘souls’, of certain deceased humans, which inhabit the bodies of demons, which have been specially altered to resemble the souls' mortal human forms.

Because he draws his power from the souls he imprisons, Mephisto is constantly striving to add new souls to his collection, the more powerful the soul the better. Mephisto prefers human souls, though he will often go after those of extra-terrestrials as well. Indeed, he has made repeated attempts to break the will and enslave the soul of the being known as the Silver Surfer. He has also made attempts to take possession of the soul of the Asgardian Thor.

The human stunt cyclist Johnny Blaze once made a pact with Mephisto, exchanging his soul in return for Mephisto's saving the life of Blaze's grandfather. Before Mephisto could take possession of Blaze’s soul, however, a woman named Roxanne Simpson arrived and recited a special spell of banishment which she had stumbled across in an occult tome. Mephisto was forced to flee without Blaze's soul, but not before grafting the essence of the demon Zarathos on to Blaze’s body, causing Blaze to become the composite being known as the Ghost Rider.

Mephisto is sometimes impersonated by lesser Demons who imitate his form. This explains the stories of many Earth adventures who claim to have defeated Mephisto "easily." **(Str85)**

PERSONALITY

The very definition of devilish, Mephisto is diabolically cunning, manipulative and evil. He is motivated entirely by increasing his power base through the collection of souls, and he take a special pleasure in double-edged ‘bargains’ with mortals.

POWERS AND ABILITIES

Mephisto is an X-character, able to wield magical powers on a cosmic level. As a Hell-Lord (see below), is powers are tied to his realm ‘Hell’, and within his home dimension he commands absolute power – he has faced Galactus on even-terms in his home realm in a battle said to have threatened the universe. However, due to the nature of his being – a parasitic demon – Mephisto tends to operate on a much lower power-level (see **Satanic Limitations** below)

X-Level: The stat-box is for **Mephisto** as a playable **PL19** entity. At X-level, he ranks as a **PLX2** entity - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

REAL NAME: MEPHISTOPHELES
OCCUPATION: RULER OF HELL
BASE: HELL **AFFILIATION:** HELL LORDS
HEIGHT: 6’ 6” (VARIES) **WEIGHT:** 310 LBS (VARIES)
EYES: WHITE (NO PUPILS, VARIES) **HAIR:** BLACK (VARIES)

MEPHISTO

PLX2/PL19

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	16	9	12	10	13	13	15

POWERS

Devil's Insight: Senses 20 (Awareness - Cosmic, Divine, and Magical, All Extended 2) • *20 points*
Fire And Brimstone: Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5 • *11 points*
Hell Lord: Immunity 30 (Fortitude Effects), Protection 2 • *32 points*
Hellfire: Energy Control 25 (Variable Power, Any Powers with the Magical Descriptor), Transform 25 • *300 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 12 (Hell Lord), Connected, Die Hard, Great Endurance, Power Attack, Well-Informed

SKILLS

Close Combat: Unarmed 2 (+12), Deception 25 (+38), Expertise: History of Creation 17 (+25), Insight 12 (+25), Intimidation 10 (+25), Perception 10 (+25), Persuasion 15 (+35), Ranged Combat: Sorcery (Flame/ Energy Blast 3 (+12)

OFFENSE

INITIATIVE +7

Hellfire +12	Ranged, Damage 25
Unarmed +12	Close Damage 16

DEFENSE

DODGE	14	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	18
WILL	15		

POWER POINTS

ABILITIES	208	**SKILLS**	47
POWERS	353	**DEFENSES**	12
ADVANTAGES	20	**TOTAL**	640

COMPLICATIONS

Hell Lord: One of the highest levels of Demon, Mephisto rules a sub-dimension called Hell, where he imprisons and tortures the souls of mortals, feeding on their torment. The more souls he collects, the greater his power.
Home Field Advantage: Within his home realm, Mephisto may alter reality as he chooses with Perception Ranged Continuous Transform 25.
Lord of Lies: Mephisto will always keep his literal word, although usually by deliberately twisting the truth
Satanic Limitations: Mephisto is bound by traditional Devilish strictures – for example, he cannot affect free will, and other typical Satanic plot devices. Because he draws power from souls, he has shown a specific weakness to the Infinity Soul Gem.

EVIL INCARNATE

Originally created and destroyed by the Infinity Being, before the birth of the Marvel Multiverse, Mephisto, in his own unique way, functions like his own abstract entity – as the embodiment of complete and pure evil – and as such, he continues to manifest over time and in different forms, each incarnation with different origins (which explains the myriad stories told about Mephisto – and BY him), but as long as true evil exists – that is to say, as long as moral beings exist with the choice between good and evil – this being will exist in one form or another.
In this sense, Mephisto might be considered a purer Devil than the Judaeo-Christian fallen angel treatment afforded to the DC Universe's Lucifer Morningstar. In such a case, if Mephisto is somehow destroyed, the Absolute Evil that he represents will manifest in a new incarnation, adapting similar form and function of Mephisto, with more or less equal stats and Powers, along with all of Mephisto's memories, including his myriad origins

SATANNISH

Another face of evil in the Marvel Universe is **Satannish** – another Hell Lord, and fierce and bitter rival of Mephisto. The Hell Lords arose in their present form from the primeval concentration of energy left behind when Demogorge drove the Elder gods from Earth billions of years ago. That energy eventually manifested as demons, shaped by the unconscious desires of their earliest sentient worshipers. Unlike other Hell Lords, Satannish seems to have some parental (possibly figurative) relationship with Dormammu, lord of the Dark Dimension, who Satannish secretly served and received tutelage from. Like Mephisto, Satannish rules his own hellish spirit realm, populated by damned souls, most of who were enslaved through bargains they struck with Satannish (the 'Devil") while alive. Satannish has long menaced humanity in many ways and sometimes empowers human agents, usually in exchange for their souls or some other service. **(Str100)**

X-Level: Satannish is **PLX2 (20x2=40)**

SATANNISH — PLX2/PL19

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	16	12	12	10	13	13	15

POWERS

Demon's Insight: Senses 13 (Awareness - Cosmic, Divine, and Magical, All Extended 2) • *13 points*

Fire And Brimstone: Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5 • *11 points*

Hell Lord: Immunity 30 (Fortitude Effects), Protection 2 • *32 points*

Hellfire: Energy Control 25 (Variable Power, Any Powers with the Magical Descriptor), Transform 25 • *300 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 12 (Hell Lord), Connected, Die Hard, Great Endurance, Power Attack, Well-Informed

SKILLS

Close Combat: Unarmed 2 (+12), Deception 17 (+30), Expertise: Occult 17 (+30), Insight 12 (+25), Intimidation 20 (+25), Perception 12 (+25), Persuasion 12 (+30)

OFFENSE

NITIATIVE +12

Hellfire +12	Ranged, 25
Unarmed +12	Close Damage 19

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	18
WILL	15		

POWER POINTS

ABILITIES	220	**SKILLS**	46
POWERS	346	**DEFENSES**	16
ADVANTAGES	20	**TOTAL**	648

COMPLICATIONS

Hell Lord: One of the highest Demons, Satannish rules a sub-dimension called Hell, where he imprisons and tortures the mortal souls. The more souls he collects, the greater his power.

Satanic Limitations: Satannish is bound by traditional Devilish strictures – he can't affect free will, for example. He will always keep his literal word, although usually by twisting the truth

X-Level: The stat-box is Satannish as a playable **PL19**. His X-Level is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls

THE HELL LORDS

After the Demogorge's massive battle with the Elder Gods, the remaining massive primeval energy concentration eventually gave rise to the **Hell Lords** – 'Class 2' demons – shaped by the unconscious desires of their earliest human worshipers. Capitalizing on the human belief in a single lord of evil – most specifically the Christian Devil – these demons often called themselves 'Satan' and referred to their home realms as 'Hell'. Hell Lords include Marduk Kurios (Satan) Baphomet, Mephisto, Satannish, among others.

Some Hell Lords apparently came from differing origins, such as those cast down from Heaven, including Asmodeus, Beelzeboul, and Lucifer.

It has been theorized that, regardless of their origin, Hell Lords represent a force – possibly a non-sentient force of nature – representing ultimate evil. It is also suspected that, at times, some or all of the Hell Lords have existed as a 'gestalt' Satan, although most often they have campaigned and competed against each other for mortal souls.

Each Hell Lord tempts mortal beings to sin so that when they die, their soul will be forfeit to that Hell Lord, who gains power via the number of souls contained within his 'Hell', as well as via worshipers. The Hell Lords have also parented direct offspring, sometimes with other demons, and sometimes with humans.

Fallen gods and angels who have degenerated into demons are generally considered to be Class 2 demons, although the distinction between dark or evil gods and demons is often unclear. Some gods of death or evil remain gods despite their cruel and destructive behavior – possibly this has to do with the parasitical nature of the Class 2 demon which feeds upon souls.

Satan: The Hell Lord known as 'Satan' was once worshiped by pre-Cataclysm humanity (10.000 BC) humanity to the ancient Sumerians, as Marduk Kurios. As the Annukaki (Mesopotamian) gods withdrew from Earth due to waning worship, Kurios tempted several with everlasting power, though those who accepted eventually degenerated into demons. Kurios took the name, 'Satan' – the Hebrew word for 'Adversary' – and like his brethren, would claim to be that being, and named his realm, 'Hell'.

Alliances were made with the other demon-lords across countless realms, forming the Lords of the Splinter Realms, who would gather together to discuss subjects of mutual importance. These Hell Lords competed with various angels (as well as with each other) for mortal souls.

Satan is the Hell Lord associated with parenting Daimon Hellstrom, Satana, and Hellfire (although several Hell Lords participated), and is also the Hell Lord who led the merging of Earth and the Hellish realms.

Thog: Thog is another Hell Lord, who came t rule the neither realm of Sominus, which was the dark reflection of the benevolent yet enigmatic Therea, a realm ruled by the god-dogs, Zokk and Maftra. There may be a familial relationship to the monstrous Thaug and Thog who exited circa 10,000 BC. Over thirty years ago, Thog was one of the Hell Lords who pooled their resources t create a Son of Satan, with the intent of using him to amass power, resulting in the births of Hellfire, Hellstrom, and Satana. In recent years, Thog was also one of the Hell Lords who used the Six-Fingered Hand (another group of lesser demons) in an effort to merge Hell and Earth.

MICHAEL MYERS

On Halloween Eve, when he was just six years old, **Michael Myers** donned a mask and stabbed his teen-aged sister to death after seeing her have sex with her boyfriend. Lapsing into a silent, near-comatose state, Michel was sent to Smith's Grove Institution under the care of Dr. Sam Loomis, who spent eight years trying to reach him, and another seven trying to keep him locked up, because he: realized that what was living behind this boy's eyes was purely, and simply… evil.

Michael waited patiently, never talking, not even moving, until Halloween night, on the fifteenth anniversary of his sister's murder, when he escaped back to his hometown of Haddonfield. While hiding in his old abandoned family house, he was attracted by the teen-aged Laurie Strode, and began following her about town.

As evening set, Laurie and her girlfriends split up into baby-sitting jobs (with the studious Laurie being saddled with the charges of her friends, who left Laurie behind to go trysting with their boyfriends). But these sitters were in for a very nasty Halloween trick as the now-grown Michael Myers begin a systematic series of murders, seemingly targeted around Laurie. After discovering her friends, butchered and elaborately displayed, Laurie found the masked madman pursuing her as well. In desperation, Laurie stabbed her assailant repeatedly, seemingly killing him, only to see him rise and attack her again. She was saved at the last moment as Doctor Loomis, who had pursued Michael from Smith's Grove, shot his former patient six times in the chest, blowing him back out of second story window.

Michael was not, however, lying in the grass, when they looked outside. With Myers still on the loose, Loomis sent Laurie off to the hospital, while he continued the search with police. Over the course of the evening, he discovered the reason for Michael's unrelenting pursuit of Laurie – as it turned out she was actually Michael Myers' younger sister. Unfortunately, Loomis' fears were well-founded as Michael tracked Laurie to the hospital, initiating a new string of murders there. Loomis once again interceded at the last moment, this time igniting an explosion that engulfed both Michael and himself. **(Str10/20)**

PERSONALITY

Michael is an absolute emotionless blank, with nothing within him, neither conscience nor reason, even remotely human. He never talks, and will sit motionless for years at a time, but this is not catatonia, but inhuman patience, because in truth, he is a relentless predator who will persist over decades. He will act to cover his face if his mask is removed. Michael is also quite clever, and very subtle, slipping upon victims as if invisible, often teasing them with stealthy sounds.

REAL NAME: MICHAEL MYERS
OCCUPATION: FUGITIVE, MENTAL PATIENT
BASE: HADDONFIELD **AFFILIATION:** NONE
HEIGHT: 6' **WEIGHT:** 190 LBS
EYES: BLUE **HAIR:** BROWN

POWERS AND ABILITIES

Although some believe his powers to be supernatural - an ancient Celtic pagan ritual – Michael, in fact, has no superhuman powers, with all of his abilities deriving from the depths of his madness. Through years of focus in a trancelike state, for one night a year – Halloween (and often for a few days leading up to it) - Michael manifests seemingly superhuman durability and strength - like a PCP overdose's ability to run around for hours, hopped up, after taking what should have been instantly fatal bullet wounds. On this one night a year, it would take something like a beheading to kill him outright.

After each Halloween excursion, Michael will often go into another trancelike state, especially if he has taken serious damage – even slipping into a coma. He possesses the curious ability to lie immobile for years at a time without the atrophy of his tendons and muscles.

MICHAEL MYERS — PL9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	5	3	3	8	1	6	12

POWERS

Psychopathology: Immunity 30 (Fortitude effects, Limited to Halloween season), Immortality 15 (Limited to Halloween Night only), Super-Strength 3 (Limited to Halloween season, Lifting Str6, 1.5 tons) • *63 points*

EQUIPMENT

Cutlery Knife: Damage 2, Crit. 19-20 • *4 points*

ADVANTAGES

All-out Attack, Close Attack 2, Diehard, Defensive Roll 2, Eidetic Memory, Equipment 1, Evasion, Extraordinary Effort, Fearless, Hide in Plain Sight, Improved Critical (Knives), Improved Initiative, Luck, Move-by Action, Redirect, Set-up, Startle, Trance, Ultimate Effort

SKILLS

Deception 1 (+13), Insight 9 (+8), Intimidation 8 (+19), Perception 10 (+16), Stealth 10 (+13)

OFFENSE

INITIATIVE +9

Knife +10	Damage 8/5*, Crit. 19-20
Unarmed +10	Damage 6/3*
	*Without Psychopathology bonus

DEFENSE

DODGE	8	**FORTITUDE**	7
PARRY	8	**TOUGHNESS**	7/5*
WILL	11	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	82	**SKILLS**	19
POWERS	63	**DEFENSES**	12
ADVANTAGES	26	**TOTAL**	202

COMPLICATIONS

Madness: Michael Myers is insane to the point of a suspected supernatural curse. He is completely emotionless, mute, and acts as a complete, seemingly catatonic blank except on the Halloween nights where he indulges his murderous rampages.
Masked Killer: Part of Michael's pathology is wearing Halloween mask and he will act to replace it if removed.
Nemesis: Dr. Samuel Loomis
Obsession: Michael is obsessed with killing his sister – all his sisters, any one who REMINDS him of his sister, and anyone who gets in his way.
Relationships: Michael Myers has one living relative, his sister Laurie Strode, and pretty much his entire motivation in life is to kill her.

THE BOOGEYMAN

Michael Meyers is theoretically only a crazy man, with no genuine superhuman powers, and all of his perceived metahuman abilities deriving from the depths of his madness – sort of like a addict on PCP can break handcuffs and ignore gunshots that would otherwise be instantly fatal.
There are, however, those that believe Michael's powers to be supernatural, the manifestation of a curse based on an ancient Celtic pagan ritual – one of those that has come to believe this (at least in parts 4-6) is Michael's own psychiatrist, Doctor. Samuel Loomis.
In any case, Michael Myers' humanity has long since left him, and whether his powers are simply the manifestations of his psychopathology, or a genuine supernatural evil, Michael functions as a the purist boogeyman, seemingly unkillable, relentless, with nothing within him neither conscience or reason even remotely human

MICHAEL MYERS RETURNS

John Carpenter wrote the first two scripts so I consider these two to be 'official' continuity (even though Carpenter himself said that the plot device of Laurie Strode being Michael Myers' sister was just bullshit he made up for the sequel). After part two (and the abortive attempt at an anthology approach in part three), Michael was revived, revealing that his sister, Laurie, was now dead from a car accident, and he was now after his young niece, Jamie (and her babysitters). This continuity ended with part six, after Jamie was killed, leaving Michael chasing after HER baby daughter, and eventually having Michael's abilities attributed to supernatural ritual. Part seven, however, was treated as a direct sequel to part two, ignoring the four-through-six continuity, and finding Laurie Strode, alive and well, living under an assumed identity, with a teen-aged son. This Michael actually managed to finally kill Laurie at the beginning of part eight (evidently representing Jamie Lee Curtis' effort to remove herself from the series), leaving him to chase down Busta Rhymes, Tyra Banks, and their teen-aged reality-show cast. **(Str25)**

POWERS AND ABILITIES

When Michael returned in Halloween 4, as well as parts 5 and 6, he was presented as genuinely superhuman, unkillable and with far beyond human strength

MICHAEL MYERS RETURNS — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	7	3	3	8	1	6	12

POWERS

Psychopathology: Immunity 30 (Fortitude effects, Limited to Halloween season), Immortality 15 (Limited to Halloween Night only) • *60 points*

EQUIPMENT

Cutlery Knife: Damage 2, Crit. 19-20 • *4 points*

ADVANTAGES

All-out Attack, Close Attack 3, Diehard, Defensive Roll 2, Eidetic Memory, Equipment 1, Evasion, Extraordinary Effort, Fearless, Hide in Plain Sight, Improved Critical (Knives), Improved Initiative, Luck, Move-by Action, Redirect, Set-up, Startle, Trance, Ultimate Effort

SKILLS

Deception 1 (+13), Insight 9 (+8), Intimidation 8 (+19), Perception 10 (+16), Stealth 10 (+13

OFFENSE

INITIATIVE +9

Knife +10	Damage 9, Crit. 19-20
Unarmed +10	Close Damage 7

DEFENSE

DODGE	8	**FORTITUDE**	9
PARRY	8	**TOUGHNESS**	7
WILL	11		

POWER POINTS

ABILITIES	94	**SKILLS**	19
POWERS	60	**DEFENSES**	12
ADVANTAGES	26	**TOTAL**	209

COMPLICATIONS

Curse of the Thorn: The Michael Myers that appeared in parts 4-6 was the product of the Curse of the Thorn, which was deliberately cast upon him by a college of Dr. Samuel Loomis, Dr. Wynn, and his pagan cult.
The Curse of the Thorn wiped away Michael's humanity and gave him superhuman powers. He is a completely emotionless, mute, and acts as a complete blank except on the Halloween nights where he indulges his murderous rampages.
Nemesis: Dr. Samuel Loomis
Obsession: As part of his curse, Michael is obsessed with killing his sister – all his sisters, any one who REMINDS him of his sister, and anyone who gets in his way. As part of the sacrificial ritual of the Thorn, any family relation would be likewise slain.

ROB ZOMBIE'S MICHAEL MYERS

In Rob Zombie's update, Michael Myers is specifically not a supernatural force, and all his seemingly metahuman abilities are attributable to his sheer size, his maniacal wiles, or the luck of the Devil. Similarly, Rob Zombie's Michael has an explainable psychopathology that resulted from a desperately dysfunctional childhood, rather than the inexplicable madness of John Carpenter's version. As such – and despite appearances – there is a human being with emotions behind Zombie's Michael Myers mask, and there are certain pathos to his ulterior motivations beyond his psychopathology. His initial intention towards his younger sister, Laurie, was not to kill her, but simply to be with her – the one innocent member of his family. It was only after she betrayed him – by stabbing him – that he reverted to type. Likewise, his escape from the sanitarium was triggered by the retirement of his Doctor, Sam Loomis – lashing out at having been deserted. **(Str20)**

POWERS AND ABILITIES

Rob Zombie's Michael Myers is a 7' 5" giant, whose natural monstrous strength is augmented by his sheer madness, which also gives him a high level of natural resistance to physical punishment or injury. He is also sly in the nature of a stalking predator.

MICHAEL MYERS ROB ZOMBIE — PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
6	6	2	2	8	1	6	6

POWERS

Psychopathology: Immunity 30 (Fortitude effects, Limited to Halloween season) • *30 points*

EQUIPMENT

Cutlery Knife: Damage 2, Crit. 19-20 • *4 points*

ADVANTAGES

All-out Attack, Close Attack 2, Diehard, Equipment 1, Extraordinary Effort, Fearless, Hide in Plain Sight, Improved Critical (Knives), Improved Initiative, Luck, Set-up, Startle, Trance, Ultimate Effort

SKILLS

Deception 2 (+8), Insight 4 (+10), Intimidation 11 (+17), Perception 8 (+14), Stealth 8 (+10)

OFFENSE

INITIATIVE +9

Knife +10	Damage 8, Crit. 19-20
Unarmed +10	Close Damage 6

DEFENSE

DODGE	6	**FORTITUDE**	7
PARRY	8	**TOUGHNESS**	6
WILL	11		

POWER POINTS

ABILITIES	74	**SKILLS**	17
POWERS	30	**DEFENSES**	10
ADVANTAGES	15	**TOTAL**	146

COMPLICATIONS

Madness: Michael is an almost pure psychopath; his urge to torture and kill has almost completely eroded all other parts of his personality, to the point where he will attempt to kill any living being he comes across.
Nemesis: Dr. Samuel Loomis
Obsession: Michael is obsessed with killing his last remaining sister, bringing his family back together again in death, and he will kill anyone who gets in his way

DOCTOR LOOMIS PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	2	2	2	0	4	4	2

EQUIPMENT

Pistol: Ranged Damage 4 • *4 points*

ADVANTAGES

Equipment 1. Leadership, Luck, Ranged Attack 2

SKILLS

Expertise: Psychiatry 8 (+12), Insight 8 (+12), Perception 7 (+11), Ranged Combat: Pistol 1 (+3), Persuasion 8 (+10)

OFFENSE

INITIATIVE +2

Pistol +5	Ranged, Damage 4, Crit. 19-20
Unarmed +0	Ranged, Damage 0

DEFENSE

DODGE	4	**FORTITUDE**	3
PARRY	4	**TOUGHNESS**	2
WILL	8		

POWER POINTS

ABILITIES	32	**SKILLS**	16
POWERS	0	**DEFENSES**	11
ADVANTAGES	5	**TOTAL**	64

COMPLICATIONS

Cult of the Thorn: In the *Halloween 4-6* continuity, Dr. Loomis, former college, Dr. Wynn, turned out to be the instigator of it all – the leader of the Cult of the Thorn who performed an ancient pagan ritual to cast the spell of evil on young Michael Myers.
Nemesis: Michael Myers
Obsession: Loomis was first obsessed with curing Michael Myers, then became obsessed with keeping him locked up forever.
Relationships: Loomis' assistant, Marion Wittington continued to look after him into his old age.

ROB ZOMBIE'S LOOMIS

Rob Zombie's ugly and dysfunctionally sadistic take on the Michael Myers tale presents Sam Loomis as an arrogant, self-promoting opportunist, who exploits the Myers tragedy for personal fame, in fact, triggering Myers' subsequent rampage in Haddonfield, by abandoning his patient with his resignation, and only belatedly awakens to his responsibility, once Myers escapes. Despite Malcolm McDowell's energetic efforts in the part – effective at moments as he draws upon a similar role as HG Wells chasing Jack the Ripper, in 1979's *Time After Time* – but (like nearly every other character in the update besides Michael himself), he still comes across as unlikable, invoking little sympathy when he is killed at the end of both Zombie's remakes of *Halloween 1* AND 2.

DOCTOR LOOMIS

Like Van Helsing and Dracula, **Doctor Samuel Loomis** is the nemesis to the Michael Myers boogeyman – and it is as much Donald Pleasence convincing portrayal as Loomis, and his unforgettable dark soliloquies – ashen-faced, in the moonlight – ' the blackest eyes... the Devil's eyes' – that elevated the first *Halloween* to classic status.
At first obsessed with curing his young, seemingly near-comatose patient, Loomis began to realize that this absence of humanity was growing out of the body of a child into a man – and worse, that there was some dark purpose behind those black eyes. From that point forward, Loomis made it his personal responsibility to keep the evil he saw growing before him contained, and when Myers escaped, on the 15th anniversary of his sister's murder, Loomis followed him to Haddonfield, interrupting a new series of murders and saving the life of teen-aged babysitter, Laurie Strode. However, even after getting shot out of second story window, Myers was not yet ready to die, escaping and tracking young Laurie to the local hospital, initiating another string of murders, before once again being stopped by Loomis, who ignited an explosion in a room full of gas, killing them both.
Loomis, however, was brought back along with Michael Myers himself with the new continuity of *Halloween 4*, (their apparent deaths explained by the toss-off line, 'both of them nearly burned to death'), and Donald Pleasence continued to play the role until his death, after filming part 6. ending the continuity, although later sequels continued to use Loomis' dialogue in voice-overs. **(Str6)**

LAURIE STRODE PL3

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-1	0	2	2	0	2	2	2

ADVANTAGES

Attractive, Beginner's Luck, Defensive Roll 2

SKILLS

Expertise: Literature 2 (+4), Insight 3 (+5), Perception 3 (+5)

OFFENSE

INITIATIVE +2

Unarmed +0 — Close, Damage -1

DEFENSE

DODGE	4	**FORTITUDE**	2
PARRY	4	**TOUGHNESS**	2/1^
WILL	4	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	18	**SKILLS**	4
POWERS	0	**DEFENSES**	11
ADVANTAGES	4	**TOTAL**	36

COMPLICATIONS

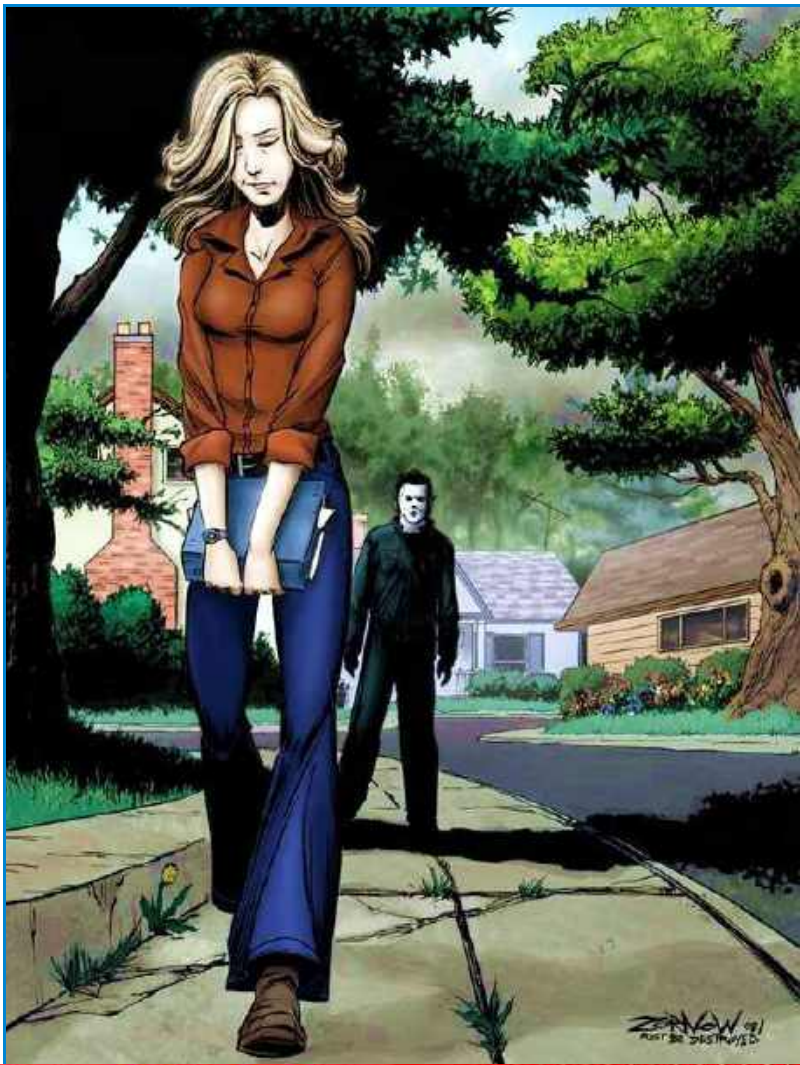
Boogeyman's Sister: Laurie Strode was the quintessential victim who is pursued obsessively by a relentless masked psycho. Targeted due to a resemblance to the sister Michael Myers murdered 15 years before – an idea developed by John Carpenter in part 2 when it was revealed that Laurie was actually a sister of Michael herself. Later portrayals of Laurie even hinted at psychosis in Laurie herself – especially the Rob Zombie version – and she has actually been killed off in the series at least twice – resurrected nearly as often as Michael himself. 2018's *Halloween,* a direct sequel to part 1, ignores even the continuity of part 2, and Laurie is no longer Myers' sister, but is still targeted obsessively, 40 years later.
Traumatized: In the continuity of *Halloween H20*, *Halloween Resurrection*, and 2018's *Halloween*, Laurie suffers from post-traumatic shock, and a drinking problem in H20.
Tough Chick: While originally the archetype of the helpless teenage baby-sitter, later portrayals, particularity *Halloween 2018*, gave Laurie weapons and survivalist skills. .
NOTE: Pundits have variously attempted to attribute to Laurie Strode, both misogyny and female empowerment – both navel fluff, as her image is helpless vulnerability, simply for the purpose of making the story scarier.

ROB ZOMBIE'S LAURIE

Rob Zombie's Laurie is initially a 'modern' updated teenager – sassy, with inappropriate sexual dialogue in front of her parents type-stuff, although this deteriorates quickly in Zombie's sequel, with traumatized Laurie, in punked-out Goth, displaying psycho tendencies of her own, murdering Dr. Loomis and being committed herself – or shot dead by police in the Director's cut, closing the circle on Michel Myers' vision, reuniting their family in death.

LAURIE STRODE

Laurie Strode is the younger sister of Michael Myers – born two years before he was committed, but was brought to Smith's Grove to meet her now-ten year-old brother just before their parents died in a car wreck, and Laurie was adopted by the Strodes. Outwardly awkward and shy (played by long, fallow Jamie Lee Curtis, whose mother, actress Janet Leigh, was famously victim to 'Psycho's Norman Bates), Laurie is the soul survivor of Meyers' killing spree – and even manages to land what should have been killing blows on her attacker on two occasions – a knitting needle in the neck and a knife in the chest. Then, after being rescued and sent to the hospital, she must fend him off again, after Michael tracks her down, this time shooting him in both eyes, before Dr. Loomis sets the place on fire.
Laurie was killed off in a car wreck for part 4, leaving Myers chasing Laurie's daughter, who he kills in part 6. Laurie was brought back in *H20*, in a new continuity (with a passing reference to her 'faked death'), but was again killed in part 8. She returned once more for *Halloween 2018*, which jettisoned all continuity after part 1, including the entire plot-device (introduced by John Carpenter in part 2) that Laurie was Michael Myers' sister. **(Str4)**



FREDDY KRUGER

Freddy Kruger was a serial child murderer who was freed by the courts on a technicality, at which point the neighborhood parents of Elm Street gathered together to bring Kruger to private justice, trapping him in an old boiler room and setting it on fire. But Kruger's spirit, endured, coming back in the dreams of the children of Elm Street. Kruger gained power from their fear and once his victims begin to believe in him – he could actually kill them within their dream.

After a series of murders, one of the Elm Street kids, 16 year-old Nancy Loomis, discovered her own mother was one of the conspirators who had hunted Kruger down. Having already lost several friends, Nancy set a trap for the Dream Stalker, setting her alarm to wake her up, just at the moment she grabbed Kruger in the dream – bringing him into the real world where he could be killed. Nancy seemingly triumphed when she realized Freddy Kruger only existed because of her fear, and that if she wasn't afraid of him, he couldn't hurt her, and Kruger was banished. Briefly, it seemed everything was over. Unfortunately, all it takes is for someone to dream of him, to fear him again. Freddy has returned to stalk the dreams of the Elm Street kids many times. **(Str10)**

FREDDY KRUGER PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	5	2	2	3	1	1	2

POWERS

Finger Knives: Damage 2, Crit. 19-20 • *4 points*

Reality Alteration: Variable 10, Limited to Dream World, Cannot affect the real world besides killing his victim. Power drops to 0 if he is brought to the real world • *70 points*

Vengeful Spirit: Immortality 20 (Limited to living in people's dreams), Immunity 30 (Fortitude), Regeneration 5 (limited to Dreamworld) • *70 points*

ADVANTAGES

Close Attack 3, Diehard, Improved Critical (Finger Knives), Improved Initiative, Move-by Action, Redirect, Set-up, Startle

SKILLS

Deception 8 (+10), Insight 4 (+5), Intimidation 12 (+14), Perception 4 (+5), Stealth 6 (+6)

OFFENSE

INITIATIVE +5

Finger Knives +6	Damage 5, Crit. 19-20
Reality Alteration +10	Perception Range Damage 10

DEFENSE

DODGE	8	**FORTITUDE**	5
PARRY	6	**TOUGHNESS**	5
WILL	8		

POWER POINTS

ABILITIES	36	**SKILLS**	18
POWERS	144	**DEFENSES**	14
ADVANTAGES	10	**TOTAL**	224

COMPLICATIONS

Obsession: Freddy was a filthy child-murderer who was himself murdered by a lynch mob of angry townsfolk – the parents of his victims – who trapped him in an old boiler room and burned him alive. In his demonic spirit existence, he stalks the surviving children of Elm Street, and anyone else who happens to dream about him.

One, Two, Freddy's Coming for You: In order for Freddy to kill a victim, they must have at least heard his name and can then begin to dream about him. Once the victim believes in the dream, the effects of the dream – i.e. the mortal wounds – can directly affect their walking selves.

Nemesis: Nancy Thompson

Phobia: Freddy has a fear of fire.

Pulled From a Dream: If a victim wakes from a dream while physically touching Freddy, he is brought into the waking world, dropping his Reality Manipulation powers to 0 ranks, and losing his Immortality and Immunity. If he is killed in this situation, he stays dead until someone dreams about him.

JASON VOORHEES

Born on Friday the 13th, **Jason Voorhees** was deformed from birth and constantly tormented by other children as a freak. At 11 years old, while attending 'Camp Crystal Lake, Jason drowned, due to the negligence of two camp councilors who were smoking pot and having sex instead of watching over him. His mother, Pamela Voorhees, a cook at the resort, murdered both councilors and spent two decades stalking anyone who dared set foot on the site. In 1979, an attempt to reopen Camp Crystal Lake set Mrs. Voorhees on a murderous rampage, killing all but one of the councilors, a young woman who managed to decapitate Mrs. Voorhees with her own machete.

What happened next is unclear – somehow Jason himself witnessed this killing – whether he was alive all along, living secretly in woods, or if he was drowned at the bottom of the lake (as mirrored in the recurring dreams of the one lone survivor of Mrs. Voorhees' murder spree) and then somehow supernaturally revived and aged to manhood – but in either case, it was now Jason who stalked Crystal Lake, first tracking down the young woman who killed Pamela Voorhees and murdering her, and then systematically killing anyone who dared enter Crystal Lake (or just happened to cross his path) – a rampage of slaughter that lasted more than two decades, with victims numbering in the hundreds.

Jason Voorhees went on to usurp Michael Myers' place as the iconic killer in a mask – whereas *Halloween's* Michael Myers origin was only ambiguously supernatural in most films, Jason quickly evolved into what became the caricature of the genre – relentless, super-strong, and unkillable (or briefly killable, whereupon he would sit back up and come at you again), with no personality, who walks after you rather than running. **(Str25)**

JASON VOORHEES — PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	7	1	1	3	0	0	2

POWERS

Curse of Crystal Lake: Immunity 30 (Fortitude effects), Immortality 15 • *60 points*

EQUIPMENT

Machete: Damage 3, Crit. 19-20 • *6 points*

ADVANTAGES

All-out Attack, Close Attack 3, Diehard, Eidetic Memory, Equipment 2, Extraordinary Effort, Fearless, Hide in Plain Sight, Improved Critical (Machete), Improved Initiative, Luck, Move-by Action, Redirect, Set-up, Startle, Ultimate Effort

SKILLS

Deception 5 (+7), Insight 4 (+4), Intimidation 12 (+14), Perception 4 (+4), Stealth 5 (+6)

OFFENSE

INITIATIVE +5

Machete +6	Damage 10, Crit. 19-20
Unarmed +6	Close Damage 7

DEFENSE

DODGE	6	**FORTITUDE**	10
PARRY	6	**TOUGHNESS**	7
WILL	4		

POWER POINTS

ABILITIES	42	**SKILLS**	15
POWERS	60	**DEFENSES**	13
ADVANTAGES	19	**TOTAL**	149

COMPLICATIONS

Nemesis: Tommy Jarvis

Phobia: Because of his own drowning, Jason has a fear of water – sometimes to the point of paralysis – and he has been killed more than once by drowning, which seems to dramatically slow his regeneration powers.

Obsession: Jason's sole motivation is to punish the counselors of Camp Crystal Lake for letting him drown (because they were off smoking pot and having sex), and for killing his mother (even though that was, admittedly, a self-defense thing, since his mother was actually the first Crystal Lake killer, but Jason took it bad). He is not picky, however, and is happy to act out on pretty much anyone.

CURSE OF CRYSTAL LAKE

The exact nature of Jason's curse isn't clear, with some believing it the result of demon possession, with others contending it's a curse upon Crystal Lake itself. It is also possible that different supernatural sources have animated Jason at different times

JASON UPDATE

In the manner of Rob Zombie's Michael Myers, Jason Voorhees was given a modern, supposedly grounded-in-reality style update. Like Zombie's Myers, the new Jason has dispensed with the supernatural aspect, establishing Jason as simply a large, powerful maniac.

Unfortunately, overt homage to the trappings of the genre serve to undermine this effort in terms of the film's realism – especially in terms of characters and plot, making this just another *Friday the 13th* movie, albeit one with high production values. **(Str14)**

JASON VOORHEES UPDATE PL7 109 POINTS

Abilities: **Str** 4 **Sta** 4 **Agi** 1 **Dex** 1 **Fgt** 3 **Int** 0 **Awe** 0 **Pre** 2

Powers: Psychopathology: Immunity 30 (Fortitude effects)

Equipment: Machete: (Damage 3, Crit. 19-20)

Advantages: All-out Attack, Close Attack 3, Diehard, Eidetic Memory, Equipment 2, Extraordinary Effort, Fearless, Hide in Plain Sight, Improved Critical (Machete), Improved Initiative, Luck, Move-by Action, Redirect, Set-up, Startle, Ultimate Effort

Skills: Deception 5 (+7), Insight 4 (+4), Intimidation 12 (+14), Perception 4 (+4), Stealth 5 (+6)

Offense: Initiative +5, Machete +6 (Damage 7, Crit. 19-20), Unarmed +6 (Close, Damage 4)

Defense: Dodge 6, Parry 6, Fortitude 7, Toughness 4, Will 5

Totals: Abilities 30 + Powers 30 + Advantages 19 + Skills 15 + Defenses 14 = 109

JASON X

Eventually the Federal government stepped in on the case of Jason Voorhees, capturing him and attempting to execute him on several occasions, before realizing his unkillable nature. The decision was made to put him into cryogenic freeze – an attempt that trapped both Jason and his latest would-be victim in suspended animation for 500 years.

Eventually resurrected on a futuristic space-station, Jason promptly went on another murderous rampage, before crash-landing on remote a campsite area of 'Earth 2'.

During this film, Jason was exposed to 're-fit' technology, augmenting him with bionics and bio-mechanics, turning him into a super-murdering cyborg. **(Str30)**

JASON X PL10 154 POINTS

Abilities: **Str** 8 **Sta** 8 **Agi** 2 **Dex** 2 **Fgt** 6 **Int** 0 **Awe** 0 **Pre** 2

Powers: Psychopathology: Immunity 30 (Fortitude effects)

Equipment: Machete: (Damage 3, Crit. 19-20)

Advantages: All-out Attack, Close Attack 3, Diehard, Eidetic Memory, Equipment 2, Extraordinary Effort, Fearless, Hide in Plain Sight, Improved Critical (Machete), Improved Initiative, Luck, Move-by Action, Redirect, Set-up, Startle, Ultimate Effort

Skills: Deception 5 (+7), Insight 4 (+4), Intimidation 12 (+14), Perception 4 (+4), Stealth 5 (+6)

Offense: Initiative +6, Machete +9 (Damage 11, Crit. 19-20), Unarmed +9 (Close, Damage 8)

Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 8, Will 5

Totals: Abilities 56 + Powers 54 + Advantages 19 + Skills 15 + Defenses 11 = 154

PINHEAD

The Cenobites are extra-dimensional beings who appear in the works of Clive Barker, including the novella *The Hellbound Heart* and the nine *Hellraiser* films. They are also mentioned, in passing, in the novel *Weaveworld,* in which they are referred to as "The Surgeons."

Cenobites vary in number, appearance, and motivations, depending on the medium (film, comicbook, etc.) in which they appear. The involvement of multiple parties in the

production of *Hellraiser* films and comics (many eschewing the creative supervision of Clive Barker) has led to varying levels of consistency regarding the canonical aspects of their philosophies and abilities. The only constants are that they take the form of ritually mutilated creatures with varying degrees of human characteristics, and that they can only reach Earth's reality through a schism in time and space, which is opened and closed using an innocuous-looking puzzle box called the Lament Configuration.

Captain Elliott Spencer became the lead Cenobite **"Pinhead"** in 1921 when he opened the Lament Configuration puzzle box. He was originally known as the "Lead Cenobite", but was officially named "Pinhead" in *Hellraiser II*. His motives have varied from a harvester of souls in I and II, to a harbinger of an Apocalypse in *III* and I*V*, to a tormentor of the wicked in *V* to *VIII*. **(Str32)**

PINHEAD PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	9	6	7	6	8	11	12

POWERS

Sorcery *(105 points)*
Chains: Extra Limbs 4 (Tendrils STR 10), Improved Grab, Improved Trip, Reach 2 • *7 points*
Hooks: Claws 2 Strength-based Damage 2 (can be used with Tendrils or Unarmed attacks) • *2 points*
Immortality: Enhanced Advantage 1 (Diehard); Immunity 3 (Aging, Disease & Poison—both Limited [halve rank of effect]); Regeneration 10 • *11 points*
Senses: Senses 4 (Empathy, Limited to experiencing another's sensations) • *4 points*
Sorcerous Creation: Create 19 (Animate objects) • *48 points*
Telekinesis: Perception Range Move Object 11 • *22 points*

ADVANTAGES

Close Attack 3, Diehard, Improved Critical (Chains), Improved Initiative, Move-by Action, Quick Draw, Redirect, Set-up, Startle

SKILLS

Deception 8 (+16), Expertise: Occult 7 (+18), Insight 7 (+18), Intimidation 11 (+23), Perception 9 (+20), Persuasion 10 (+22), Ranged Combat: Chains 3 (+9), Stealth 6 (+6)

OFFENSE

INITIATIVE +9

Hooks +11	Close Damage 11
Tendril Chain +11	Close (Reach 2), Damage 12
Unarmed +6	Close Damage 7

DEFENSE

DODGE	6	**FORTITUDE**	12
PARRY	6	**TOUGHNESS**	9
WILL	9		

POWER POINTS

ABILITIES	36	**SKILLS**	31
POWERS	94	**DEFENSES**	3
ADVANTAGES	11	**TOTAL**	177

COMPLICATIONS

Nemesis: Kirsty Cotton
Obsession: Suffering
Puzzle Box: The Lament Configuration puzzle box summons the Cenobites whenever it is solved. It is the only way Cenobites may traverse the dimensional corridors to reach Earth.

LEATHERFACE

Bubba Sawyer is **'Leatherface'** of the infamous *Texas Chainsaw Massacre* series, which created the 'Redneck Cannibal Torture Family' genre – replacing the slick, shadowy terror of Halloween, and the gaudy gore of Friday the 13th, with a sick, twisted sadism. Leatherface wears a mask of skinned human faces and murders people with a chainsaw. He is part of a family of backwater psychos who trap, torture and butcher unwary travelers. Based loosely on the real-life case of Ed Gein. **Leatherface: Str** 4 **Sta** 3 **Agi** 0 **Dex** 0 **Fgt** 5 **Int** -1 **Awe** 0 **Pre** 0; Initiative +0, Chainsaw +6 (Damage 8, Crit. 18-20), Unarmed +5 (Close, Damage 4); Dodge 6, Parry 6, Fortitude 7, Toughness 3, Will 3; **PL7**

HANNIBAL LECTER

Silence of the Lambs ushered in the new era of boogeyman – jettisoning the supernatural for the psychological; enter: **Doctor Hannibal 'The Cannibal' Lecter** (with an excruciatingly diabolical portrayal by Anthony Hopkins) – a mixture of traits of different real-life serial killers, with emphasis on the forensic investigative aspects. Hopkins' Lecter was countered by Jodie Foster's brilliant turn as Agent Clarice Starling (the new genre's version of the Jamie Lee Curtis babysitter). Lecter's brilliance combined with a seeming total villainy made him the most iconic villain since Darth Vader, prompting author Thomas Harris to write two more sequels (and movie plans for the prequel, *Red Dragon* – already filmed once as *Manhunter*) – although none of the follow-ups carried the eerie power of *Silence of the Lambs*. The horrible ending of the novel, *Hannibal*, where Lecter psychologically transforms Starling into his cannibal consort, wasn't even allowed in Hollywood – particularly as Starling had become a popular feminist icon - and was altered for the movie version. The series further wilted as Lecter eventually followed the pattern of many popular villains, as he developed sympathetic, even noble qualities – usually only killing people who had it coming. A psychological motivation for his cannibalistic tendencies was also retroactively applied – he had been forced by Nazis to eat his own sister as a child – again, diluting the inexplicable madness that made the original portrayal so frightening. Nevertheless, *Silence of the Lambs* retains a certain reverence – a genuinely scary movie that endures to this day. **(Str7)**

POWERS AND ABILITIES

Doctor Hannibal Lecter was an extremely intelligent, highly-educated, and well-cultured man of the most exquisite tastes. He had professional expertise in multiple fields. On top of it was a sly, cunning, and a penetrating aura of fear, which he would gleefully turn to his advantage.

HANNIBAL LECTER PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	1	0	3	3	4	8	2

ADVANTAGES

All-out Attack, Close Attack 3, Daze (Deception), Eidetic Memory, Fascinate (Deception), Fearless, Improved Critical (Knives), Improved Initiative, Luck, Move-by Action, Redirect, Set-up, Skill Mastery (Deception), Startle, Taunt, Trance

SKILLS

Deception 12 (+16), Expertise: Psychiatry 8 (+12), Insight 8 (+16), Intimidation 12 (+14), Perception 6 (+14), Ranged Combat: Guns 6 (+6), Sleight of Hand 6 (+9), Stealth 8 (+9)

OFFENSE

INITIATIVE +9

Knife +6	Damage 4, Crit. 19-20
Unarmed +6	Close Damage 2

DEFENSE

DODGE	8	**FORTITUDE**	3
PARRY	8	**TOUGHNESS**	3
WILL	8		

POWER POINTS

ABILITIES	46	**SKILLS**	33
POWERS	0	**DEFENSES**	14
ADVANTAGES	18	**TOTAL**	110

COMPLICATIONS

Enemies: Jack Crawford, Dr. Frederick Chilton
Nemesis: Will Graham
Obsession: Lecter's psychopathological 'trigger' is rudeness – particularly bullying rudeness - prompting horribly savage, murderous impulses, often manifesting as human butchery and cannibalism, made worse by the cool intelligent mind that guides these impulses. A more subtle manifestation of his madness is his gleeful joy in causing psychic agony, and playing horrific jokes, like feeding human meat to unwitting dinner guests, or convincing someone to swallow their tongue or cut off their own face.
Relationships: Hannibal Lecter's social contacts vanished after his conviction, but he developed a relationship with Clarice Starling, eventually corrupting her and converting her to his madness, joining him as a cannibal fugitive. Early in his life, Lady Murasaki was important to him, and as a child, he was devoted to his sister Mischa, whose murder was the root cause of all his later psychopathology – after she was killed for food by Nazi panzers who invaded his family house – and who fed her to young Hannibal as well.

SCREAM

Ghostface is the masked killer of varying identities in the Scream movie series. Regardless of who is behind the mask, the Ghostface killer operates by first taunting and terrorizing victims with cell phone calls, utilizing a voice-changing device to hide their true identity. They all wear the same black-robed costume with its distorted ghost-like face, and utilize a hunting knife as a murder-weapon. In each case, the Ghost-face killer has selected groups of victims, based on varying relationships to the killer's primary target – young Sidney Prescott, who progresses through the series from the stereotypical good-girl victim, to the stereotypical veteran survivor. The first three Ghost-face murder sprees center on the murder of Sidney's adulterous mother. In the first case, the killer turns out to be Sidney's boyfriend, Billy Loomis (who's father was one of Sidney's mother's affairs) along with Billy's patsy-buddy Stu Macher.

The second Ghostface killer turned out to be Billy's own mother, seeking revenge after Sidney killed both Billy and Stu in self-defense. Billy's mother likewise utilized a patsy – film-student, Mickey, who she killed herself once he'd done her dirty work.

The third Ghostface murders were committed by Sidney's long-lost brother, Roman Bridger – the progeny of one of her mother's affairs – who turned out have been the one that actually killed their mother, and was the one that recruited Billy Loomis and Stu Macher in the first series of murders.

A fourth Ghostface killer turned out to be Sid's own niece – who's own psychotic rampage was a bid to gain fame as the 'new heroine survivor'. **(St8)**

POWERS AND ABILITIES

The Ghostface persona remains the same whoever dons the mask, operating with the same modis operendi of phone calls, usually within an environment with a wide variety of potential suspects to hide among. Regardless of the killer's stats in their secret identity, Ghostface always has the same general abilities - all the standard slasher skills, including abnormal durability, physical strength, and an almost supernatural stealth.

GHOST-FACE PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	2	2	2	4	2	2	2

EQUIPMENT

Cutlery Knife: Knife (Damage 2, Crit. 19-20), • *4 points*

ADVANTAGES

Close Attack 2, Diehard, Defensive Roll 2, Equipment 1, Evasion, Hide in Plain Sight, Improved Critical (Knife), Improved Initiative, Luck, Move-by Action, Redirect, Set-up, Startle

SKILLS

Deception 8 (+10), Insight 3 (+5), Intimidation 8 (+10), Perception 3 (+5), Stealth 8 (+10)

OFFENSE

INITIATIVE +4

Knife +6	Damage 4, Crit. 19-20
Unarmed +6	Close Damage 2

DEFENSE

DODGE	8	**FORTITUDE**	6
PARRY	6	**TOUGHNESS**	2
WILL	6		

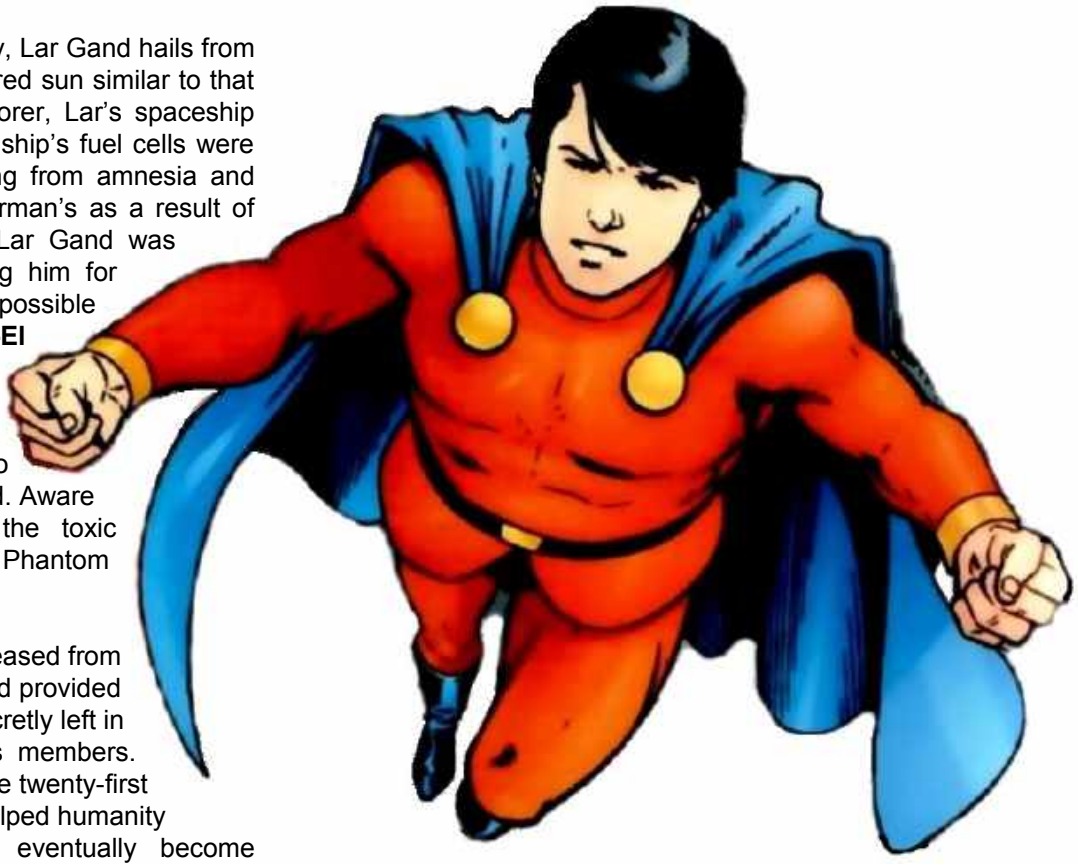
POWER POINTS

ABILITIES	39	**SKILLS**	15
POWERS	4	**DEFENSES**	16
ADVANTAGES	16	**TOTAL**	90

COMPLICATIONS

Nemesis: Sidney Prescott.

MON-EL



A traveler from the twentieth century, Lar Gand hails from the planet Daxam, which orbited a red sun similar to that of Krypton. An astronaut and explorer, Lar's spaceship crash-landed in Smallville after his ship's fuel cells were damaged by a solar flare. Suffering from amnesia and developing powers similar to Superman's as a result of exposure to Earth's yellow sun, Lar Gand was discovered by Clark Kent. Mistaking him for a fellow Kryptonian and thus a possible relative, Clark named him **Mon-El** until his real name could be discovered.

Following an accidental exposure to lead, a substance that is fatal to Daxamites, Lar's memories returned. Aware that his friend was dying from the toxic substance, Clark sent Lar to the Phantom Zone in a bid to save his life.

Several years later, Mon-El was released from the Phantom Zone by Superman and provided with a lead serum that had been secretly left in the past by Legion of Super-Heroes members. Mon-El served as a super hero in the twenty-first century for some time, and even helped humanity colonize the worlds that would eventually become members of the United Planets in accordance with instructions left for him by the Legion of the Super-Heroes. Eventually Mon-El became immune to the effectiveness of the lead serum and had to return to the Phantom Zone, where he lived on in the timeless limbo.

Centuries later a new serum was created for Mon-El by Brainiac 5 (see Vol. 1), and he was freed from the Phantom Zone to join the Legion of Super-Heroes. Recognized as one of the three most powerful members of the Legion, he even served two terms as team leader. Mon-El fell in love with Shadow Lass (Tasmia Mallor) and the pair married, but they had a rocky relationship despite their love for each other. Their marriage ended tragically when Mon-El died during the Magic Wars. He was resurrected by the Time Trapper to be used as a replacement for the villain's own waning body, but Mon-El killed him and returned to serve with the Legion. **(Str98/200)**

PERSONALITY

Lar Gand is one of the most dedicated of heroes, with a fortitude that allowed him to survive in the Phantom Zone for centuries and maintain his sanity. His heroic legend has spanned centuries. He his brave, committed, and selfless, a capable leader or team member, whatever is needed, Mon-El is the very caricature of the iconic superhero.

POWERS AND ABILITIES

Daxamites are theorized to be an offshoot of the Kryptonian race. As such, they manifest similar powers under a yellow sun. Mon-El has tremendous strength, speed and stamina. He is virtually invulnerable and can move at super-speed, faster than the eye can follow. His senses are greatly enhanced, particularly his vision and hearing. He can see and hear over great distances, peer through solid objects with his X-ray vision, see in the infrared spectrum and down to the microscopic, and hear in the ultrasonic bandwidth.

Mon-El can also project a beam of pure heat from his eyes, as well as a powerful burst of 'super-breath' that is also capable of super-cooling objects, instantly forming ice from moisture in the air.

Daxamites are vulnerable to lead in the way Kryptonians are to Kryptonite.

REAL NAME: LAR GAND
OCCUPATION: LEGIONNAIRE **BASE:** 30TH CENTURY
AFFILIATION: LEGION OF SUPERHEROES
HEIGHT: 6' 1" **WEIGHT:** 165 LBS
EYES: BLUE **HAIR:** BLACK

MON-EL PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	13	2	2	8	4	3	3

POWERS

Flight: Array *(30 points)*
- Flight 15 (64,000 MPH) • *30 points*
- Quickness 7, Stacks with Super-Speed; Speed 15 (64,000MPH) - *1 point*
- Movement 15 (Space Travel) • *1 point*

Heat Vision: Ranged Damage 13 (heat) • *26 points*
Invulnerability: Protection 4, Impervious Toughness 17; Immunity 5 ((Cold, Heat, Pressure, Radiation, Vacuum) • *26 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead' • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons) • *4 points*

EQUIPMENT

Flight Ring (Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3), Flight 7 (250 MPH)
Telepathic Ear Plug (Comprehend 3 (Languages), Mental Communication 1 (Close Range)); Transsuit (Immunity 9 (Life Support, except for starvation and thirst)

ADVANTAGES

Benefit (Legion Membership), Equipment 8, Extraordinary Effort, Inventor, Power Attack, Seize Initiative, Ultimate Effort (Toughness checks)

SKILLS

Expertise: Daxam 5 (+9), Expertise: Medicine 8 (+12), Expertise: Phantom Zone 5 (+9), Expertise: Science 5 (+9), Ranged Combat 8 (+10), Technology 5 (+9), Treatment 8 (+12)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged Damage +13
Unarmed +8	Close Damage 18

DEFENSE

DODGE	8	**FORTITUDE**	14
PARRY	8	**TOUGHNESS**	17
WILL	12		

POWER POINTS

ABILITIES	106	**SKILLS**	22
POWERS	96	**DEFENSES**	17
ADVANTAGES	14	**TOTAL**	255

COMPLICATIONS

Motivation—doing Good: Mon-El is driven to do the right thing and help however he can.
Power Loss: Mon-El loses his powers and his Str and Sta are reduced to 2 under a red sun, like that of Daxam, and other effects draining or interfering with the energies of the yellow sun can deprive him of his powers;
Relationships: Mon-El and Shadow Lass care deeply for one another.
Vulnerability: Mon-El is as vulnerable to magic as anyone else. His Toughness is not Impervious against magical attacks.
Weakness: Mon-El (periodically) suffers from a weakness to lead, which is identical to Superman's weakness to Green Kryptonite.

SUN-DIPPED DAXAMITE PL14

Like Kryptonians, a Daxamite's powers come from their bodies' ability to absorb the energy of yellow suns. By absorbing intense amounts of solar energy – such as they might receive by flying directly into the sun – Daxamites can temporarily increase their powers – presumably in the same manner as Superman, who has been known to move planets. As a power stunt, Daxamites might 'push' their powers beyond their normal levels, although this is dangerous because, after this boost, they become weakened in all powers and abilities by an amount equal to the boost received, leaving them vulnerable. Mon-El's sun-dipped stats are to the right.

MON-EL (SUN-DIPPED) PL14 • 262 POINTS

STR 19 STA 15 AGL 2 DEX 2 FGT 8 INT 4 AWE 3 PRE 3
Powers: Heat Vision: Ranged Damage 19, **Invulnerability:** Impervious Toughness 19, **Super-Strength:** Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) (StrX1)
Offense: Initiative +2, Heat Vision +10 (Ranged, Damage 18), Unarmed +8 (Close, Damage 19)
Defense: Dodge 8, Parry 8, Fortitude 16, Toughness 18, Will 12
Totals: Abilities 112 + Powers 97 + Advantages 14 + Skills 22 + Defenses 17 = 262

DAXAM

A large, high-gravity world, which orbits a red sun named Valor, **Daxam** is otherwise hospitable, similar to Earth in terms of atmosphere and climate. The inhabitants are distantly related to the Kryptonians, but the exact relationship is unknown. One legend states they are a long-lost colony of Krypton, while another version of the history posits their ancestors as peaceful exiles from a then-warlike Krypton who mated with the original Daxam natives. Like their distant kinsmen, **Daxamites** gain super-abilities under a yellow sun, and they acquire these powers at a far faster rate. But while Kryptonians continue to increase in power over their lifetimes, Daxamites reach the limits of their powers much sooner, "topping out" at levels below Kryptonian maximums. Daxamites are also limited by a severe biological flaw: exposure to lead causes immediate weakness, and prolonged exposure means death. This prevents all but the bravest Daxamites from venturing beyond the boundaries of their own solar system for fear of death, though the race has interstellar flight technology. This attitude has been inculcated over generations, leading to isolationism and xenophobia among the Daxamites. Mon-El, a.k.a. Lar Gand, is the rare Daxamite explorer who dared to leave the planet.

Daxamite medical and genetic technologies are among the best in known space. Bioengineering has made them longer-lived, healthier, and more attractive than most humanoids, but they lack genetic diversity. Otherwise, the Daxamite civilization is not as advanced as was Krypton before that world's destruction (they never developed Phantom Zone portals or Eradicator-level artificial intelligence, for example).

Daxamite 'advisors' participated in an invasion of Earth, along with several other races, at the behest of the Dominion. Though they initially feared humanity as a threat, the Daxamites came to respect the people of Earth and were instrumental in thwarting the invasion with the powers they gained under the yellow sun of the Earth.

DAXAMITE — PL12 - 202 POINTS

Abilities: Str 17 **Sta** 12 **Agi** 2 **Dex** 2 **Fgt** 6 **Int** 3 **Awe** 2 **Pre** 2

Powers: Flight (Array (28 points), **Flight** 14 (32,000 MPH); **AE: Speed** 14 (32,000 MPH)); **Heat Vision** (Ranged Damage 12); **Invulnerability** (Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum), Protection 4, Impervious Toughness 16); **Super-Senses** (Senses 15 (Extended Hearing 2, Extended Vision 3, Infravision, Microscopic Vision 4, Vision Penetrates Concealment (except lead), Ultra-hearing)); **Super-Speed** (Quickness 5); **Super-Strength** (Enhanced Strength 4, Limited to lifting (*lifting Str 21;* 50,000 tons)

Skills: Close Combat: Unarmed 5 (+7), Expertise: Science 6 (+9), Ranged Combat: Heat Vision 6 (+8), Technology 6 (+9), Vehicles 2 (+4)

Offense: Initiative +2, Heat Vision +8 (Ranged, Damage 12),Unarmed +7 (Close, Damage 17)

Defense: Dodge 6, Parry 7, Fortitude 12, Toughness 16, Will 10

Totals: Abilities 84 + Powers 84 + Advantages 0 + Skills 13 + Defenses 15 = 202

Complications: Power Loss: Daxamites lose their superhuman attributes and powers under a red sun. Attacks with the "red solar radiation" descriptor are automatically Penetrating against Daxamites, and their Toughness is reduced to +6 against such attacks. **Weakness:** Exposure to the element lead is highly toxic to Daxamites even when empowered by a yellow sun.

ANDROMEDA

Laurel Gand, **Andromeda,** is a Daxamite member of the Legion of Super-Heroes. She was introduced to the team during their initial draft, but later had to leave due to her conflicting relationship with the White Triangle.

Laurel Gand spent most of her life in a White Triangle community, being indoctrinated in the "horrors" of interspecies co-operation before the Triangle's political clout led her to become the Daxamite representative in the Legion. Away from Daxam's red sun, she gained powers similar to Superman's, but the race-wide hypersensitivity of Daxamites to lead that meant even minuscule amounts could prove fatal even to a powered-up Daxamite, forcing her to wear a transuit at all times. This did not trouble her, since it meant she never had to actually touch any non-Daxamites.

Her Triangle-derived beliefs hampered her effectiveness as a Legionnaire, thanks to her reluctance to physically engage with any enemies, but the real problems started after she let several Triangle members go after a mugging, shortly after which they beat and almost killed Triad. Angered more for their defiance of her than for the beating, when she was ordered away to prevent the Composite Man gaining her powers, she flew after them. Immediately, they tore her transuit and directly exposed her to lead, and she barely managed to turn them over to the Science Police before crashing through the walls of Legion HQ.

While Brainiac 5 worked on devising an anti-lead serum, he confronted her about her beliefs, and after discovering the serum Vril Dox, his direct ancestor, had created for Valor and tailoring it to her genetic structure to allow it to work properly on her (much to her surprise, as she had been taught that all members of the same race were identical), he forced her to confront the fact that he wasn't her inferior before giving her the serum.

While this was happening, however, Shrinking Violet discovered a White Triangle necklace in her room and connected it to the group which had assaulted Triad and destroyed Trom, telling the rest of the team.

Confined to quarters after an unsuccessful attempt by Cosmic Boy to have her removed from the team, she used her super-senses to see Ambassador Roxxas gloating, but he managed to bully her into giving him the anti-lead serum. Taking it himself and giving it to four other Daxamites, they proceeded to cause mass destruction on Earth. When Andromeda herself confronted Roxxas over what he was doing and had made her do, she was almost defeated when Violet began thrashing around in his head, before coming out and telling Andromeda to take him down. As she pummelled him repeatedly, he destroyed the covering of an "atomic furnace", and both were thought to have died in the resulting inferno (causing Brainiac 5 severe depression). Only Cosmic Boy was told that she had survived and voluntarily exiled herself to Planet Hell.

Later, she was brought out of exile by Live Wire after Cosmic Boy told him where she was as part of a way to build up a "Legion Rescue Squad", and she was awed by Valor, himself being another member. However, she declined to rejoin the Legion after the Squad had served its purpose, preferring to head off into deep space.

Although Andromeda was erased from history because of the Infinite Crisis, she reappeared with the Legion during Final Crisis: Legion of Three Worlds, and she appears alongside Legionnaires who would never have otherwise been chronologically teammates with her, such as the second Kid Quantum.. **(Str90/98)**

ANDROMEDA PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	12	2	2	4	5	5	2

POWERS

Flight: Array *(30 points)*
- Flight 15 (64,000 MPH) • *30 points*
- Speed 15 (64,000 MPH) • *1 point*
- Movement 1 (Space Travel 1) • *1 point*

Heat Vision: Ranged Damage 14 (heat) • *28 points*

Invulnerability: Protection 4, Impervious Toughness 16; Immunity 10 (Cold, Heat, Pressure, Radiation, Vacuum) • *30 points*

Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*

Super-Speed: Quickness 8 • *8 points*

Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str21; 50,000 tons) • *4 points*

ADVANTAGES

Attractive, Languages (Daxamite), Move-by Action, Interpose, Power Attack

SKILLS

Close Combat: Unarmed 2 (+6), Expertise: Daxam 8 (+10), Expertise: Ranged Combat: Heat Vision 6 (+8), Perception 8 (+10), Persuasion 4 (+7), Technology 3 (+5)

OFFENSE

INITIATIVE +2

Heat Vision 8	Ranged, Damage 14
Unarmed +8	Close Damage 17

DEFENSE

DODGE	10	**FORTITUDE**	13
PARRY	10	**TOUGHNESS**	16
WILL	12		

POWER POINTS

ABILITIES	100	**SKILLS**	16
POWERS	116	**DEFENSES**	20
ADVANTAGES	5	**TOTAL**	257

COMPLICATIONS

Relationships: Andromeda has been a member of the Sisters of the Eternal Cosmos, and the Legion of Super-heroes. She is a descendant of Lar Gand (Valor/Mon-El).

Weaknesses: Daxamite weakness to lead and magic.

White Triangle: Andromeda grew up in a Daxamite racist cult known as the White Triangle, which left her with bigoted attitudes that took her some time to get over.

MONSTERS

Monsters come in many forms – they can be aliens, supernatural or prehistoric creatures, or normal animals grown to unusual size, but with the common thread that something has caused them to be hostile to humans – angry over an invasion of territory, or just big and hungry. Some monsters are genuinely evil creatures, whereas others are simply creatures who have been taken out of their native habitat. A lot of them seem to like human women, hence an innumerable number of horror movie posters and comic covers with some shambling monstrosity lumbering off with some unconscious lovely in its arms. Some of the most famous representatives of the most common archetypes are detailed below. (Specific monsters like King Kong and Godzilla - and other Kaiju - are detailed elsewhere, as are animal characters like Jaws, and Prehistoric Monsters like *T. rex*)

CREATURE FROM THE BLACK LAGOON

CREATURE FROM THE BLACK LAGOON PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	6	2	1	5	-3	1	-3

POWERS

Amphibious: Swimming 1 • *1 point*
Scaly Hide: Protection 1 • *1 point*
Senses 1 (Low-Light Vision, Scent) • *1 point*
Claws: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Fast Grab, Favored Environment (Water), Improved Hold, Power Attack

SKILLS

Close Combat: Claws 1 (+6), Perception 5 (+6), Stealth 4 (+5)

OFFENSE

INITIATIVE +2

Claws +6 — Close Damage 10

DEFENSE

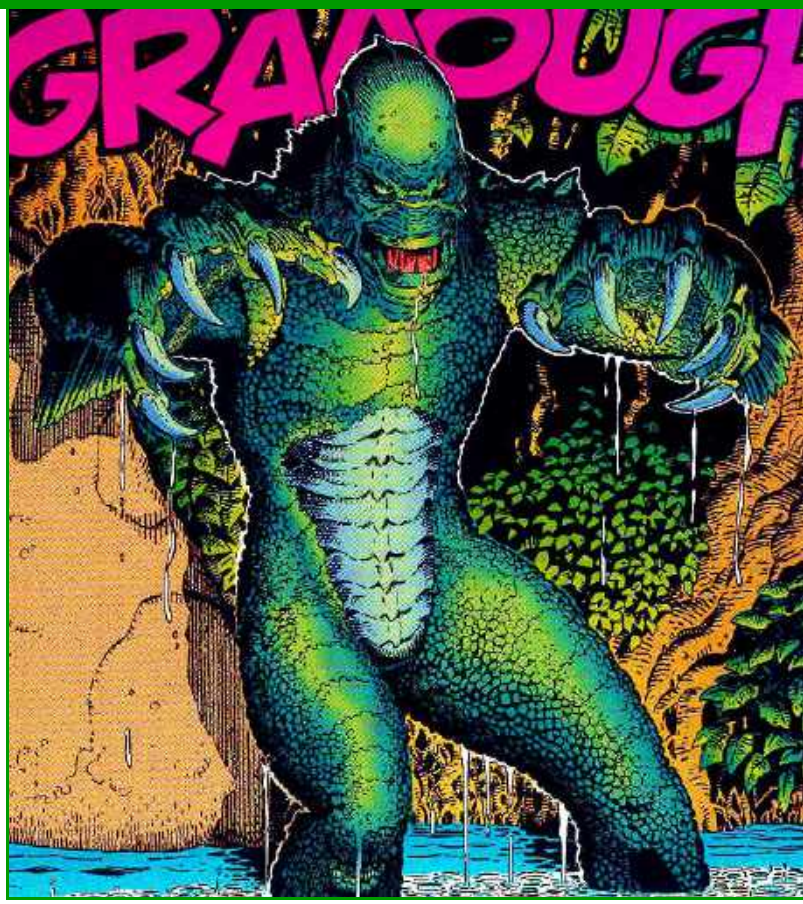
DODGE	3	**FORTITUDE**	9
PARRY	5	**TOUGHNESS**	7
WILL	2		

POWER POINTS

ABILITIES	35	**SKILLS**	5
POWERS	6	**DEFENSES**	5
ADVANTAGES	5	**TOTAL**	53

COMPLICATIONS

Mating Urge: The Gilman seems to like human women.



CREATURE FROM THE BLACK LAGOON

The Creature from the Black Lagoon, or 'Gillman' was discovered in 1954 by a research crew in the Amazon. A bizarre humanoid fish, the Creature reacted to the humans' presence at first with territorial aggression, and then with apparent mating interest to the crew's one female member (a hot brunette who brazenly hops overboard in a white one-piece, dead in the middle of the Amazon, for an afternoon swim, while the Creature ogles her below – a scene, by the way, that was mirrored shot for shot in the opening attack scene in JAWS). After the scientists attempt to capture the Creature, the Gillman seals off the river, and starts killing off the crewmen one by one, and kidnaps the woman. The crew rescues her, shooting the Creature in the process, apparently killing it.
The Creature turned up alive and well, however, a few years later, on a second Amazon mission, this one succeeding in capturing the Gillman, bringing him back to the States, and putting him on display in an aquatic park. The Creature naturally escaped (kidnapping another hot babe – this one a blond), before once again being shot, and stumbling into the ocean, once again being presumed dead.
The Gillman was discovered alive, however, and was captured swimming off the coast where he had been last seen. This time his captors operated on him,

removing his gills and adding artificial lungs, in bizarre attempt to turn him into a man. He again escaped – after kidnapping yet one more helpless babe – and escaped to the ocean, where – since he no longer possessed gills – he presumably drowned, as he has not been seen since. **(Str25)**

DRACULA

DRACULA PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	-	10	4	9	2	12	12

POWERS

Children of the Night: (Summon Animals 2 (Bats, Rats, or Wolves; Horde, Mental Link, Multiple Minions 6 (64 minions) • *16 points*
Lord of the Vampires: Mind Control 12 (Limited to vampires and people he has bitten), Protection 2 • *51 points*
Shape-Shifter: Shapeshift 3 (limited to bats, rats, wolves or mist form), Form of Mist (Insubstantial 2) • *33 points*
Spider-Climb: (Movement 1 (Wall-crawling) • *2 points*
Undead: (Immortality 10 (Not When Staked or Beheaded), Immunity 30 (Fortitude), Protection 9 (Impervious, Limited: Not Versus Blessed, Magical, or Silver Weapons), Regeneration 10 (Source: Blood) • *69 points*
Vampire Bite: Weaken Stamina 8, Limited to Draining 1 rank per round, Requires Grab • *8 points*

ADVANTAGES

Animal Empathy, Diehard, Improved Critical (Unarmed), Fascinate, Fearless, Improved Hold, Improved Initiative, Instant Up, Power Attack, Startle

SKILLS

Close Combat: Unarmed 4 (+13), Deception 10 (+22), Expertise: Arcane Lore 20 (+22), Insight 6 (+18), Intimidation 10 (+22), Investigation 8 (+11), Perception 8 (+20), Persuasion 12 (+24), Stealth 8 (+18)

OFFENSE

INITIATIVE +14

Unarmed +13	Close Damage 7, Crit. 19-20

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	11
WILL	13		

POWER POINTS

ABILITIES	112	**SKILLS**	43
POWERS	179	**DEFENSES**	6
ADVANTAGES	10	**TOTAL**	350

COMPLICATIONS

Nemesis: Professor Abraham Van Helsing.
Enemies: A multitude of vampire hunters and, in the modern age, many superheroes as well.
Vampiric Weakness: Fatal Vulnerability to sunlight (-8) (destroyed after 10 rounds), Holy Items (dazed for one round by losing an opposed Presence check), and Addiction (Blood).

DRACULA

Dracula, Lord of the Undead, was born Vlad Tepes, a 14th Century Transylvanian prince. In life, he was a fierce warrior and a cruel ruler – known as 'The Impaler' for his habit of staking enemies (and subjects who displeased him) like trees outside his castle, and he was given the name, 'Drak-ul' – 'son of the Devil'. Stories differ as to how Dracula became a vampire, but he was first encountered in modern times in the late 1800's, after buying property in London, intending to set up a power base in the world's then-most prosperous city. He was stopped on that occasion (and temporarily killed) by

Professor Abraham Van Helsing. Van Helsing and his descendants would continue to be a constant foil for the Vampire-King, even after he was repeatedly resurrected, destroyed, and resurrected again, all the way into modern days.

Dracula has had dealings with a wide-variety of characters, everything from other classic monsters, like Frankenstein's Monster and the Wolf-Man, to skirmishes with super-heroes like Batman, Doctor Strange and Thor. He had a regular series at Marvel – who presented a very iconic version of the character, very compatible with both literary and film versions – as well as more watered-down versions in other vampire-themed universes like Buffy the Vampire Slayer and Vampirella.

Count Dracula is more an actual classic character than a monster, often presented as lovelorn and charming, as well as being a courageous warrior, and even heroic. The version presented here is the classic Count Dracula, which would be compatible with the Marvel Universe version, as well as either the Universal or Hammer studios' film adaptations – a genuine monster – a vampire with blood on his mind, and a true villain, although a villain, like Doctor Doom, with a little bit of class. **(Str25)**

VAMPIRES

VAMPIRES PL8 156 POINTS

Abilities: Str 6 **Sta** - **Agi** 10 **Dex** 2 **Fgt** 7 **Int** 0 **Awe** -3 **Pre** -2

Powers: Children of the Night: (Summon Animals 2 (Bats, Rats, or Wolves**;** Horde, Mental Link, Multiple Minions 6 (64 minions), **Mesmerism:** Mind Control 2 (people they have bitten), **Undead:** (Immortality 10 (Not When Staked or Beheaded), Immunity 30 (Fortitude), Protection 6 (Impervious, Limited: Not Versus Blessed, Magical, or Silver Weapons), Regeneration 5 (Source: Blood), **Vampire Bite**: Weaken Stamina 7, Limited to Draining 1 rank per round, Requires Grab, **Wall-Crawling:** Movement 1 (Wall-Crawling 1)

Advantages: Animal Empathy, Diehard, Improved Critical (Unarmed), Fascinate, Improved Hold, Improved Initiative, Instant Up, Power Attack, Startle

Skills: Close Combat: Unarmed 3 (+10), Intimidation 5 (+15), Perception 8 (+18), Stealth 9 (+16)

Offense: Initiative +14, Unarmed +10, Close Damage 6, Crit 19-20

Defense: Dodge 12, Parry 10, Fortitude Immune, Will 2, Toughness 6

Totals: Abilities 40 + Powers 85 + Advantages 9 + Skills 12 + Defenses + 10 = 156

Complications: Vampiric Weakness: Fatal Vulnerability to sunlight (-8) (destroyed after 10 rounds), Holy Items (dazed for one round by losing an opposed Presence check), and Addiction (Blood).

VAMPIRES

A **vampire** is an undead creature who feeds upon living human blood. Traditional vampires are out-and-out monsters who take human guises in order to bait their victims. Newly-raised vampires are usually little more than animalistic predators, but will regain bits of their living personality as they emerge from death into their unlife. Very old vampires may gain more powerful abilities, some even approaching Dracula himself, and will often surround themselves with vampire minions (and sometimes a human 'familiar'). Many modern treatments emphasize the sexual nature of the vampire – the 'good guy' vampire popular in modern Gothic teen-fiction – but traditionally, any sexuality exhibited by a vampire was purely predatory in nature – simply a ruse to get their victim to drop their guard. Newly-raised vampires will often target family members and people they knew in their past life. The evil nature of vampires is exhibited in their inability gaze on religious symbols. **(Str20)**

FRANKENSTEIN MONSTER

FRANKENSTEIN MONSTER PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	9	1	0	6	-1	0	1

POWERS

Made Of Corpses: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Protection 1, Regeneration 5 •*18 points*
Monstrous Brute: Giant Fists (Close Damage 1), Enhanced Strength 1, (Limited to Lifting, Lifting Str9; 12 tons, Limited to when exposed to excessive electricity), Improved Critical (Strength-based damage) • *3 points*

ADVANTAGES

All-out Attack, Diehard, Fearless, *Improved Critical*, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 9 (+10), Perception 5 (+6), Ranged Combat: Throwing 8 (+9)

OFFENSE

INITIATIVE +1

Throw +10	Ranged, Damage 8 Crit. 19-20
Unarmed +10	Close Damage 9 Crit. 19-20

DEFENSE

DODGE	8	**FORTITUDE**	12
PARRY	8	**TOUGHNESS**	10
WILL	8		

POWER POINTS

ABILITIES	48	**SKILLS**	27
POWERS	21	**DEFENSES**	20
ADVANTAGES	5	**TOTAL**	121

COMPLICATIONS

Obsessive Hatred: The Monster has vowed to first punish and then destroy his creator. Doctor Victor Von Frankenstein
Outcast: The Frankenstein Monster is hated and feared wherever he goes.
Phobia: Due to unfortunate experience, the Monster has developed an irrational fear of fire
Suspended Animation: The Monster has been known to survive in the ice for years at a time.

ICONIC MONSTER

The Frankenstein Monster is one corner of the horror trinity – next to Dracula and the Wolf-Man – and he is the template for every brutish, hulking, friendless monster that ever lumbered off of page or screen. Jack Kirby openly said he based his original Hulk drawings upon the visage of the Frankenstein Monster. The original character in Mary Shelley's novel was somewhat different than the brutish hulk of Boris Karloff's cinematic version – articulate and self-educated – but it is the interpretation of Karloff that has stood the test of time, with subsequent versions paying dutiful homage to the signature neck bolts and, particularly, the squared head, making the Frankenstein Monster one of the most universally recognized fictional characters in history, ranking easily with the likes of Superman, Godzilla, or even Mickey Mouse.

FRANKENSTEIN MONSTER

One dark winter night, a being composed of human corpses was brought to life by the brilliant young student of natural sciences, Victor Frankenstein. Frankenstein had discovered the secret of bestowing life. He had invaded a realm of power reserved for the gods, bringing down on himself and those he loved their curse and unrelenting punishment. Frankenstein sees his creation come to life, and immediately realizes the depth of his sin and folly. He runs away.

The monster survives, a new Adam, the first and only one of his kind. With the awakening emotions of a man in the body of a monster, he finds he had no place in the world. Wherever he turns he is met with fear and loathing. His pain at rejection changes into consuming hatred. His one reason for living is to avenge himself on his maker. Tormented becomes tormentor. The fate of these two entities, bound in the roles of creator and created, moves to a destiny of mutual destruction. Frankenstein's' family is ravished, beginning with the death of his young cousin William, and ending with the murder of his bride, Elizabeth, on their wedding night. Realizing his fate, Frankenstein begins the pursuit of his monster, which takes them to the edge of the habitable world and into the Arctic Circle. Young Frankenstein dies. The monster bids a heartrending farewell to his now dead creator. Boarding a small ice raft, he disappears over the horizon of the barren wasteland "soon… lost in darkness and distance." **(Str30)**

BRIDE OF FRANKENSTEIN

BRIDE OF FRANKENSTEIN PL8 72 POINTS

Abilities: **Str** 6 **Sta** 5 **Agi** 1 **Dex** 0 **Fgt** 4 **Int** 0 **Awe** 0 **Pre** 1

Powers: Made Of Corpses: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Protection 1, Regeneration 5 **Monstrous-Strength:** Enhanced Strength 1, Limited to Lifting (Lifting Str8; 6 tons, Limited to when exposed to excessive electricity)

Advantages: None

Skills: Perception 5 (+6)

Offense: Initiative +1, Unarmed +4, Close Damage 6

Defense: Dodge 6, Parry 6, Fortitude 10, Will 6, Toughness 6

Totals: Abilities 32 + Powers 19 + Advantages 0 + Skills 5 + Defenses + 16 = 72

Complications: Reluctant Bride: Although she was created to be the bride for the lonely monster, the female creature was horrified by the monstrous brute, and then by her own stitched body.

BRIDE OF FRANKENSTEIN

Two men and one being – a nightmarish, misshapen thing – are gathered together in an isolated tower. The tower has been fitted as an elaborate laboratory. The two men work intensely over a shrouded, still figure stretched out on an operating table. The third being present, the monster, watches them, unmoving, totally absorbed. His ugly face is even more distorted by the unaccustomed emotion of hope. The three are nearing the end of their frighteningly strange task. It is the middle of the night, and outside the tower, the heavens seem to protest what is occurring with a savage thunder and lightning storm. Suddenly, the lightning strikes, and electricity is sent coursing through the still figure on the table. It moves. It is alive. The Frankenstein monster has a Bride.

Doctor Frankenstein does not go through with the creation of a mate for his monster in Mary Shelly's original novel – it was the movies that brought her to life – a monster Eve to go with the man-made Adam. In the film version, Doctor Frankenstein consents to make a female companion for his monster, hoping for freedom from his self-inflicted curse. The monster's **Bride** is a frightening combination of grotesqueness and beauty, as she begins to move stiffly. She is another being pieced together from dead bodies, and brought back to unnatural life. Her hauntingly lovely face is modeled after the ancient Egyptian bust of Nefertiti.

As the storm reaches a crescendo, the Bride is led toward the monster in a mockery of a wedding ceremony.

Doctor Frankenstein has indeed compounded the horror of his first creation. As the Bride views her prospective husband for the first time, she hisses and screams. She is terrified by the sight of the monster and then of her own stitched body.

And so, the Frankenstein monster's tragedy is now complete as he meets the ultimate rejection of his own kind. A single tear moves down his cheek as he tells her, "We belong dead." He presses a lever and he, his Bride, and the laboratory are engulfed in a fiery explosion. **(Str20)**

GHOSTS

GHOSTS — PL2

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-	-	-	-	-	0	0	0

POWERS

Ghost Form: Concealment 10 (Total), Continuous, Permanent, Insubstantial (Incorporeal) 4, Continuous, Permanent • *40 points*

Possession: Mind Control 2 (Limited to body the ghost is inhabiting) • *8 points*

Telekinesis: Move Object 2 (Limited to the Will score of each individual ghost) • *4 points.*

ADVANTAGES

Fascinate, Startle

SKILLS

Intimidation 6 (+6), Perception 8 (+8), Stealth 10 (+17)

OFFENSE

INITIATIVE +0

Telekinesis +0	Variable Effect 2

DEFENSE

DODGE	-	**FORTITUDE**	Immune
PARRY	-	**TOUGHNESS**	Immune
WILL	2		

POWER POINTS

ABILITIES	-25	**SKILLS**	0
POWERS	52	**DEFENSES**	2
ADVANTAGES	2	**TOTAL**	6

COMPLICATIONS

Poltergeists: Stronger-willed ghosts have a Telekinesis rank equal to their WILL score, manifesting as Poltergeists.

NOTE: Some 'poltergeists' associated with the harassment of particular individuals may actually be demons (non-human evil spirits).

GHOSTS

Ghosts are discorporated spirits whose bodies have died. The reasons these spirits have not moved on can vary – usually relating to some unfinished business from their past life – vengeance, or debt, or even love. Ghosts are only as evil as the individual person was in life, so there are often 'good ghosts' who warn loved ones of impending dangers.

Because it has no physical body, a ghost's effect on the physical plane is minimal – not much more than appearing and sometimes talking to the living. But stronger-willed ghosts can manifest as poltergeists. Most poltergeists are generally limited to mild telekinetic effects, like closing doors or knocking over lamps (and leaving gooey ectoplasmic residue), although much more powerful examples are known – capable of actual physical assault. There is the unfortunate abiding factor that violent emotions tend to produce more powerful and violent spirits. **(StrN/A)**

MUMMY

MUMMY — PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	-	-1	-1	1	-1	-1	1

POWERS

Undead: Immunity 30 (Fortitude effects), Protection 8 – *38 points*

ADVANTAGES

All-out Attack, Diehard, Fearless, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 4 (+5), Intimidation 9 (+10), Ranged Combat: Throwing 5 (+4)

OFFENSE

INITIATIVE -1

Throw + 4	Ranged, Damage 7
Unarmed +5	Close Damage 7

DEFENSE

DODGE	4	**FORTITUDE**	Immune
PARRY	4	**TOUGHNESS**	8
WILL	3		

POWER POINTS

ABILITIES	0	**SKILLS**	11
POWERS	35	**DEFENSES**	12
ADVANTAGES	5	**TOTAL**	66

COMPLICATIONS

Sorcery: When he was alive, Im-Ho-Tepp demonstrated formidable magical powers. If his consciousness were to awaken sufficiently from his death, then these magical powers would operate at 10 ranks. Also, all his mental abilities would increase by +3, and his Power Level increases to 12. He also gains 4 ranks of magic Expertise.

MUMMY

A **mummy** is a preserved corpse, embalmed by the forgotten technique of the ancient Egyptians. As archaeologists uncovered the tombs of this exotic civilization, an astounded world was able to view a body still whole after centuries of burial. As in most cultures, the burial places of the ancient Egyptians were sacred, protected by a curse. And it came to pass, whether by prophecy or chance, that the curse of the ancient gods did haunt the men who disturbed the tombs. The legend of the living dead began.

The reanimated mummy of monster lore is an enormously powerful being swathed in moldy strips of burial cloth. With the help of the Scroll of Thoth – a supernatural incantation spoken by Isis to raise Osiris from the dead – and the sacred Tana leaf, mummies disturbed in their graves returned to life to punish the sacrilege. In 1932, the 3700 year-old, mummified body of High Priest Im-Ho-Tepp was aroused from his long sleep, and set about seeking his reincarnated love, Princess Anck-es-en-Amon. He found her living happily in a modern world and with no conscious memory of her past life. He kidnapped her and through hypnosis, drew her back through the centuries to a vision of her previous life. In doing so, Im-Ho-Tepp employed the powers of his Priesthood, but in using his power for unholy ends, he offended the goddess Isis. Anck-es-en-Amon implored Isis to save her and Im-Ho-Tepp was returned to dust. **(Str25)**

WEREWOLF

WEREWOLF — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	9	7	2	8	-2	10	7

POWERS

Animal Senses: Senses 4 (Extended Hearing,) Low-Light Vision, Scent, Tracking • *4 points*

Claws: Strength-based Damage 2, Penetrating 3 • *5 points*

Supernatural Invulnerability: Immunity 20 (Disease, Poison); Impervious Toughness 6 (non-silver weapons), Regeneration 2 • *28 points*

ADVANTAGES

All-out Attack, Animal Empathy, Diehard, Improved Critical (Claws), Improved Initiative, Instant Up, Power Attack

SKILLS

Athletics 4 (+12), Close Combat: Claws 2 (+10), Intimidation 6 (+16), Perception 8 (+18), Stealth 10 (+17)

OFFENSE

INITIATIVE +11

Claws +10	Close, Damage 9, Penetrating 3, Crit 19-20

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	9
WILL	4		

POWER POINTS

ABILITIES	96	**SKILLS**	15
POWERS	37	**DEFENSES**	7
ADVANTAGES	7	**TOTAL**	162

COMPLICATIONS

Curse of the Werewolf: Anyone that the werewolf injures with its bite will be infected with the Lycanthropic curse.

Involuntary Transformation: The werewolf's transformation is triggered by the full moon, although certain individual lycanthropes have been known to transform spontaneously or even at will. In such cases, these werewolves will retain a degree of their human intellect, although still becoming murderous and animalistic.

Power Loss: The werewolf loses all powers in its human form, although some retain Animal Senses at 1 rank.

WEREWOLF

A **werewolf** is a person that is transformed via an ancient curse into a bloodthirsty wolf – usually an anthromorphic wolf-hybrid. In most cases, the werewolf is a victim, with no control over his transformations, who continually suffers with the. knowledge that he is an inhuman killer – a monster.

The werewolf is usually afflicted with this curse through the bite of another werewolf (or sometimes by the blooming of Wolf's Bane – which can all be traced back to a witch's curse, which is believed to be the original source of Lycanthropy). Surviving the attack, the innocent victim might proceed with a normal life, but with the next full moon, they will transform into a savage monster, forced to hunt for human flesh. In some cases, werewolves gain control over their transformations – embracing the wolf, and by doing so, may maintain their normal intelligence in wolf form. Certain charms and spells have been known to free werewolves from their curse, but in most cases, the only freedom for the victim of Lycanthropy usually lies in death. Traditionally, the only way a werewolf can die is by a wound from a pure silver weapon. **(Str25)**

FAMOUS WEREWOLVES

An American Werewolf in London: A pair of traveling college students on vacation in the English highlands, strayed off onto the moors, one full moon night, and became the victim of an attack by a local werewolf. One of them was killed but the other was saved when the attacking werewolf was shot dead by villagers (no silver bullets required here). But the damage was done. After being nursed back to health by a sexy young nurse, the survivor was visited by the ghost of his dead friend, who warned him that he was now a werewolf and would change on the next full moon. Sure enough, come the moon, the young man changed, going on a murderous rampage, that was finally stopped when he was shot by London police.

An American Werewolf in Paris: Before he was killed, the young Lycanthropy-stricken college student from An American Werewolf in London, slept with his nurse, leaving her with a daughter, who became a werewolf in her teens (and grew into another sexy young nurse). Her stepfather, a French scientist, trying to cure her, accidentally developed a serum that stimulated the change – which was then stolen by a gang of French hooligans who had become werewolves by stealing the young nurse's blood.

Yet another young American student, smitten with the attractive, but lycanthropic nurse, and likewise stricken with the werewolf curse himself, intervened, killing the gang of hoodlum werewolves, managing at the same time to cure both himself and his girl of their own affliction.

The Howling: A clan of werewolves living at a psychological-retreat camp up in the woods off the coast of California. These werewolves were affected by silver but could transform at any time they wished, retaining their normal intelligence.

The Wolf-Man: The most famous werewolf of all was Lawrence Talbot, bitten by a gypsy werewolf while traveling in London. After going on a murderous rampage, he was beaten to death by his own silver-handled cane, wielded by his own father. Unfortunately, Larry's curse was not over, and he returned as the Wolf-Man on many occasions. The Wolf-Man was the movie that first invented the plot-device of werewolves changing during the full-moon.

ZOMBIE

ZOMBIE — PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	-	1	-1	1	-	-1	-

POWERS

Undead: Immunity 30 (Fortitude effects), Protection 4 • *34 points*
Zombie Bite: Weaken Stamina (Zombie-Virus) 13 • *13 points*

ADVANTAGES

None

SKILLS

None

OFFENSE

INITIATIVE +1

Unarmed +0	Close Damage 1
Zombie Bite +0	(Affliction +13, Weaken, DC 17)

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	1	**TOUGHNESS**	4
WILL	Immune		

POWER POINTS

ABILITIES	-30	**SKILLS**	0
POWERS	48	**DEFENSES**	1
ADVANTAGES	0	**TOTAL**	19

COMPLICATIONS

Cannibalistic Hunger: Zombies are driven solely by the desire to consume living human flesh. There's literally nothing else to them. The very odd individual zombie will occasionally demonstrate certain levels of awareness, and they have been known to act in groups, but even these individuals are still little more than flesh-hungry monsters.

ZOMBIE

Zombies are animated corpses, traditionally brought to life through voodoo, for use as minions. Modern zombies, however, are primarily based on the George Romero's Night of the Living Dead series, where the original cause was a virus brought back with space wreckage. Romero's zombies were cannibalistic flesh-eaters, single-mindedly preying upon living humans, in a world where the zombie-virus seemed to have spread to all humans, so that anybody that died, regardless of cause, became a zombie after death unless destroyed. In Zach Snyder's remake, the virus had to be transmitted via a zombie bite. In either case, a zombie bite is lethal within a very short period – either through infection or the work of the virus. Zach Snyder's zombies also retain more hand-eye coordination, able to actively run down victims, as opposed to Romero's slow, shambling invalids. In both cases, the worst threat zombies pose is how quickly the infection spreads, with whole cities, and even countries, transformed into mindless, undead cannibals in a frighteningly short time. Because zombies are already dead, they have few vulnerable spots, but Romero established that rupturing the brain would permanently destroy them (although the Return of the Living Dead copy-cat series featured zombies without this weakness). Decapitation that left the brain intact would leave the head alive, but not the body. **(Str6)**

MORE FAMOUS MONSTERS

Doctor Jekyll and Mr. Hyde: Dr. Henry Jekyll, respected doctor of science, conscious of both good and evil in his personality, succeeds in isolating the evil essence of his soul. Using a potion developed in his laboratory, Jekyll begins alternating between two men who are one in his physical being. Evil takes the form of the physically and spiritually distorted Mr. Hyde. Previously, Hyde had been the beast in every man, controlled by the sense of good. To Jekyll's horror, however, with its unrestricted freedom, the evil side of Mr. Hyde grows stronger than the good. Jekyll is left powerless to control the transformations.

Finally, Hyde commits murder for pleasure. At this ultimate sin against mankind and himself, Dr. Jekyll takes poison to destroy Hyde. Dying, he burns his notes and formulas, leaving only a dairy with a warning to others, that it is an unpardonable sin to tamper with the soul and destiny.

Hunchback of Notre Dame: The bells of the Cathedral of Notre Dame summoned medieval Paris to both celebration and dreadful reckoning – the stage for a confrontation between good and evil. Trapped between these two forces is Quasimodo, the hunchbacked bell ringer of Notre Dame. Death, thought to be dumb and horribly ugly, Quasimodo is ward to Claude Frollo, a server priest and master.

During a holiday festival, Claude Frollo sees Esmerelda, an incredibly lovely gypsy girl and becomes obsessed with her. At the priest's orders, Quasimodo becomes both kidnapper and jailer to Esmerelda. But Quasimodo, in turn, becomes captive to Esmerelda's gentle goodness. He had known only jeers and repulsion He had been the distorted shadow of Claude Frollo, a sinister figure moving through the alcoves of the cathedral, indistinguishable from the protecting stone gargoyles.

In a classic beauty and the beast situation, Esmerelda introduces Quasimodo to emotions he had never experienced – kindness and love. This awakening is followed quickly by the perception of evil. Frollo, incensed at the fascination he feels for Esmerelda and tortured by guilt, blames his confused state on witchcraft. Esmerelda is condemned to be hung as a witch. Quasimodo finds Claude Frollo and throws him from the top of the cathedral. As Frollo falls, Quasimodo witnesses the death of Esmerelda below with stunned helplessness. He then disappears.

Years later, as men search the vaults of the dead, they come upon two skeletons, one clasping the other. The embracing skeleton was crippled. When they tried to detach the skeleton from the one it embraced, it crumbled to dust.

Invisible Man: Jack Griffin, a scientist experimenting with a new drug – Monocane – tests it upon himself, and it causes him to become invisible – with the side effect of causing madness. Realizing such power could allow him to rule the world, Griffin attempts to find a way to become invisible at will – efforts which are met with repeated failure. Unable to become visible, hiding within bandages and clothing, the madness eventually overwhelms Griffith and he rips off his bandages and terrorizes the town. He is chased by police, who are able to shoot him dead, when his footprints in the snow give away his presence.

Phantom of the Opera: The Phantom of the Opera was an insane and terribly disfigured man, who haunted toe Paris opera house. Having escaped from Devil's Island he roams freely through the huge old building, honeycombed with rooms and passages, making it his own. He plays his music in the underground cavern which is his home, filling those who hear with chilling horror. His passion for music becomes personified in an obsessive love for a beautiful young opera star with a magnificent voice. One evening, as she performs, this strange man releases a chandelier from the concert hall ceiling and sends it crashing down on the audience. During the ensuing horror and confusion, he kidnaps the singer, taking her to his secret quarters beneath the opera house. The Phantom is gentle with his captive, trying to win her confidence and affection. The masked madman begs the girl to sing for him. She complies and the Phantom accompanies her with hauntingly e\eerie organ music. The singer, almost as curious as she is frightened, furtively approaches her captor. As the aria rises to its climax, she snatches the mask from his face, to reveal the hideous face of a living skeleton.

MONSTERS ON THE LOOSE

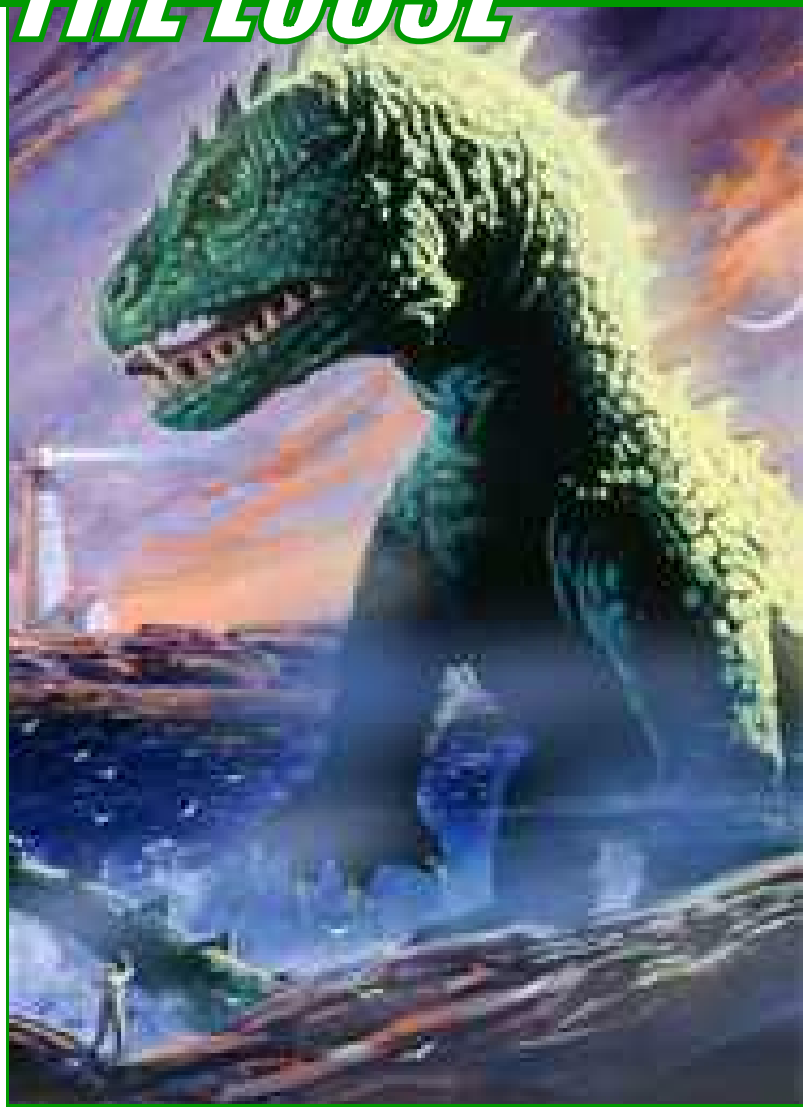
The giant '**Monster on the Loose'** was a mainstay of the fifties – a relatively modern entry into the pantheon of monsters; while the giant beast has always been a common figure in historical literature, the giant rampaging beast was dependent upon the inception of modern civilization – the rise of great cities to be destroyed by some giant force of nature – sometimes prehistoric, often brought about by human meddling in the natural world – or, of course, by nuclear radiation.

The first Giant Monster appeared in the Lost World, when an escaped Brontosaurus ran amok through London. This was followed a few years later by the true grandfather of the genera, the mighty ape, King Kong (See primary entry for: **King Kong**), who rampaged through New York. Numerous dinosaurs and other monsters followed Kong – most significantly, the Beast From 20,000 Fathoms, which was the first of the giant dinosaurs to be revived by the quasi-sorcerous powers of nuclear radiation – a template that became a staple of the genera, as radioactivity was blamed for everything from reviving dinosaurs, to causing mutations, to swelling insects and spiders to colossal proportions, to simply pissing off some giant creature that was already there – and igniting its own offshoot genera in Japan with Godzilla (See primary entry for: **Godzilla**), – directly inspired by both King Kong and the Beast – and the mighty Japanese Kaiju. (See primary entry for: **Godzilla: Kaiju**).

Giant Monsters endure to this day, enjoying a resurgence since the debut of the Jurassic Park series, along with remakes of King Kong and Godzilla, as well as homage's like Cloverfield. The most popular and iconic Giant Monsters are detailed below. Specific groupings of Giant Monsters like dinosaurs (See individual entry for: Prehistoric Monsters), are covered under their own headings.

BEAST FROM 20,000 FATHOMS

Atomic testing awakened the **Beast From 20,000 Fathoms**, ushering in a new era of rampaging giant beasts, awakened or created by radiation. A giant 'Rhedosaurus' – a *T. rex*' head on the body of a Dimetrodon – the beast is first spotted in the arctic, and then (ala Godzilla) begins attacking boats as it makes its way down the coast to New York. Announcing its presence with an effective nighttime assault on a lonely lighthouse (after the Ray Bradbury story on which the film was based), the monster soon attacks the mainland. Worse, it turns out to carry a prehistoric plague, which it releases in its blood, ruling out munitions. The beast is eventually killed with a radioactive isotope fired out of a bazooka by soldier riding kamikaze on a giant roller coaster. **(Str90)**



BEAST FROM 20,000 FATHOMS — PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	14	1	-2	8	-4	3	0

POWERS

Aquatic: Immunity 3 (Cold, Heat, Pressure), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *5 points*
Growth: Growth 16 (Innate; Permanent) • *32 points*
Scaly Hide: Protection 2 • *2 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Teeth: Strength-based Damage 3, Penetrating 10 • *13 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Critical (Teeth), Power Attack

SKILLS

Perception 6 (+7), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +1

Teeth +8 Close Damage 20 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	0	**FORTITUDE**	20
PARRY	2	**TOUGHNESS**	16
WILL	2		

POWER POINTS

ABILITIES	10	**SKILLS**	5
POWERS	58	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	93

COMPLICATIONS

Plague: The Rhedosaurus' blood is a carrier of a prehistoric plague, deadly to humans. Any attack on the Beast that draws blood, exposes the surrounding area to 12 ranks of Affliction with dazed and hindered, stunned and immobilized, linked with Weaken Stamina.

ICONIC MONSTER ON THE LOOSE

The Beast From Twenty Thousand Fathoms is a linchpin creature in the history of cinema for a number of reasons - not only was it the first solo venture for the young special effects wizard, Ray Harryhausen, it spawned entire genres of monster movies – the 'big bug' pictures of the fifties, and combined with a concurrent re-release of the 1933 *King Kong* was the direct inspiration for Godzilla himself.

The creature's unique appearance was equally iconic, its Tyrannosaurian head based on one of the most famous works of dinosaur artist, Charles R. Knight – the lizard-like version of the *T. rex* head, instantly identifiable due to the eye being mistakenly placed too far forward – the same *T. rex* upon which was based both the King Kong *T. rex* and Gwangi.

CLOVERFIELD

Cloverfield: In 2008, New York was attacked by an entirely new giant monster – apparently an alien creature that arrived on Earth in the form (or on the back of) a meteorite that landed in the Hudson River. Growing quickly to the size of a skyscraper, the monster attacked the city.

The creature's rampage was recorded for posterity by a video camera found in the wreckage near Central Park. Munitions proved ineffective against the monster and all of Manhattan Island was sacrificed in an all out air-strike, although it is unclear whether this attack killed the monster or just caused it to retreat. In the wake of 'Zilla', in 1998, Cloverfield was one of the first American Kaiju. **(Str200)**

CLOVERFIELD MONSTER PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
21	21	1	1	8	-3	3	0

POWERS

Aquatic: Immunity 12 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *14 points*

Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 20 (Innate; Permanent), Strike 6 • *54 points*

Invulnerability: Impervious Toughness 19 • *19 points*

Senses: *Senses 4 (Low-Light Vision) • 4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Fearless, Improved Grab, Improved Hold, Power Attack

SKILLS

Intimidation 18 (+118)

OFFENSE

INITIATIVE +0

Unarmed +8 Close Damage 21

DEFENSE

DODGE	-3	**FORTITUDE**	21
PARRY	-1	**TOUGHNESS**	21
WILL	2		

POWER POINTS

ABILITIES	24	**SKILLS**	8
POWERS	91	**DEFENSES**	8
ADVANTAGES	7	**TOTAL**	195

COMPLICATIONS

Angst: It was never specifically stated, but the Cloverfield Monster's rampage was suggested to be a newborn looking for its mother – a reverse Gorgo, so to speak.

Parasites: The Cloverfield Monster is crawling with 4 foot, arachnid like parasites that plant eggs in unwary hosts. Str 2, Sta 2.

GORGO

After the eruption of an undersea volcano, a gigantic monster – a sixty-foot semi-aquatic theropod, - begin terrorizing coastal English towns. The creature is captured and put on display in London as **'Gorgo'**. It is discovered, however, that the beast – big as it is – is only a baby, leading to uneasy speculation of a parent creature over 200' tall.

Mama Gorgo soon appears, searching for her infant, stomping London flat in the process. The adult Gorgo shrugs off all modern weapons, and there is no choice except to just release the creature's offspring, at which point, the two Gorgos simply retreat into the sea.

Gorgo is one of the higher-quality of the giant-rampaging-monster filicks. With 'suit-mation' comparable to the original Godzilla, Gorgo also introduces a new plot device to the genre – rather than a monster created by radiation, or angered by some human affront to nature, Mama Gorgo is simply searching for her young – a variation that would become a mainstay of the creature feature for years to come. Gorgo is also notable as a British entry to a genre primarily dominated by American and Japanese creatures and can conditionally qualify as a 'Kaiju'. **(Str200)**

GORGO PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	20	1	2	8	-3	3	0

POWERS

Aquatic: Immunity 3 (Cold, Heat, Pressure), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *5 points*

Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with each footstep), Growth 18 (Innate; Permanent), Strike 6 • *50 points*

Scaly Hide: Protection 1 • *1 point*

Senses 4 (Low-Light Vision, Scent, Track) • *4 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Critical (Teeth), Power Attack

SKILLS

Close Combat: Teeth 1 (+9), Perception 7 (+8), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +1

Unarmed +9 Close Damage 20

DEFENSE

DODGE	-1	**FORTITUDE**	20
PARRY	1	**TOUGHNESS**	21
WILL	8		

POWER POINTS

ABILITIES	28	**SKILLS**	6
POWERS	**33**	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	87

COMPLICATINS

Relationships: Gorgo is extremely maternal. It guards its young attentively and will actively seek out hatchlings if lost or separated

IT CAME FROM BENEATH THE SEA

More atomic testing created the giant mutant octopus from ***It Came From Beneath The Sea***. Just like the mighty Kraken of legend, the giant mollusk terrorized the Pacific, and was large enough to, not only take down entire Navy Destroyers, but actually terrorize the entire city of San Francisco – it's giant tentacles reaching out across the whole city, tearing down buildings, as well as the iconic Golden Gate Bridge. The creature is eventually disposed of by the Navy with torpedoes.

Another adventure from Ray Harryhausen - a special effects master with an eye to frugality, in terms both of expediency, as well as a budget – and a popular bit of trivia is that 'It' was actually a five-tentacled creature, and not technically an 'octopus', as Harryhausen had shaved off a couple of tentacles to streamline the tedious and painstaking process of stop-motion animation – similar to Mickey Mouse's three-fingered hand. Since the creature is usually at least partially submerged, the absence of three tentacles is never obvious. **(Str88)**

IT CAME FROM BENEATH THE SEA — PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	13	2	3	8	-3	3	0

POWERS

Growth: Growth 18 (Innate; Permanent) • *36 points*
Ink Cloud: Concealment 4 (sight, 20 ft; limited to underwater) • *8 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Tentacles: Extra Limbs 4 (8 tentacles), Claws 3 • *8 points*

ADVANTAGES

Accurate Attack, Diehard, Fast Grab, Improved Attack, Improved Hold

SKILLS

Athletics 4 (+6), Close Combat: Tentacles 2 (+10), Perception 5 (+6)

OFFENSE

INITIATIVE +4

Tentacles +10 — Close (Reach 20) Damage 20

DEFENSE

DODGE	-5	**FORTITUDE**	20
PARRY	-1	**TOUGHNESS**	14
WILL	2		

POWER POINTS

ABILITIES	0	**SKILLS**	6
POWERS	44	**DEFENSES**	10
ADVANTAGES	5	**TOTAL**	65

TARANTULA

Tarantula: In tandem with the new generation of giant monsters, was the archetype of the mad scientist – in this case, a scientist preoccupied with creating extra-large mutations – guinea pigs the size of dogs, bugs the size of cats and, of course, a giant tarantula.

When the scientist's former colleague attacks him (and injects him with his own formula), the tarantula escapes, growing ever larger, rampaging across the countryside, attacking farms, eating cattle and people.

The serum-infected scientist, meanwhile, begins to cellularly-deteriorate, going insane (or rather 'more insane', considering that he had walked in under the template of 'mad scientist' in the first place) - also attacking people. He is eventually killed while his giant arachnid creation is finally deposed of with napalm bombs. **(Str47)**

TARANTULA PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	12	1	-1	8	-	1	-

POWERS

Growth 12 (Permanent) • *24 points*
Venomous Bite: Affliction 16 (Resisted by Fortitude; Dazed, Stunned) Weaken Stamina 16 • *32 points*
Wall-Crawling: Movement 2 (Wall-Crawling 2) • *2 points*
Webs: Snare 15 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *45 points*

ADVANTAGES

Fast Grab

SKILLS

Close Combat: Venomous Bite 1 (+4), Perception 4 (+5), Stealth 2 (+3), Ranged Attack (Webs) +2 (+3)

OFFENSE

INITIATIVE +1

Venomous Bite +4	Affliction +16, Weaken Stamina
Webs +6	Ranged Affliction 15

DEFENSE

DODGE	-1	**FORTITUDE**	12
PARRY	-1	**TOUGHNESS**	12
WILL	-		

POWER POINTS

ABILITIES	-12	**SKILLS**	5
POWERS	103	**DEFENSES**	6
ADVANTAGES	1	**TOTAL**	103

THEM

Them: *'Them'* was a colony of giant ants created by – believe it or not – exposure to atomic radiation. First discovered in New Mexico, wrecking havoc, the colony is destroyed – except for two queens, who escape. One queen starts a new colony on a sea-going freighter, but is killed. The other nearly starts another colony in the Los Angeles sewers, but is wiped out with machine guns and flamethrowers. **(Str35)**

THEM PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	9	1	-1	3	-	1	-

POWERS

Growth 9 (Permanent) • *18 points*
Mandibles: Close Damage • *2 points*
Wall-Crawling: Movement 2 (Wall-Crawling 2) • *2 points*

ADVANTAGES

Fast Grab

SKILLS

Close Combat: Mandibles 1 (+4), Perception 6 (+6)

OFFENSE

INITIATIVE +1

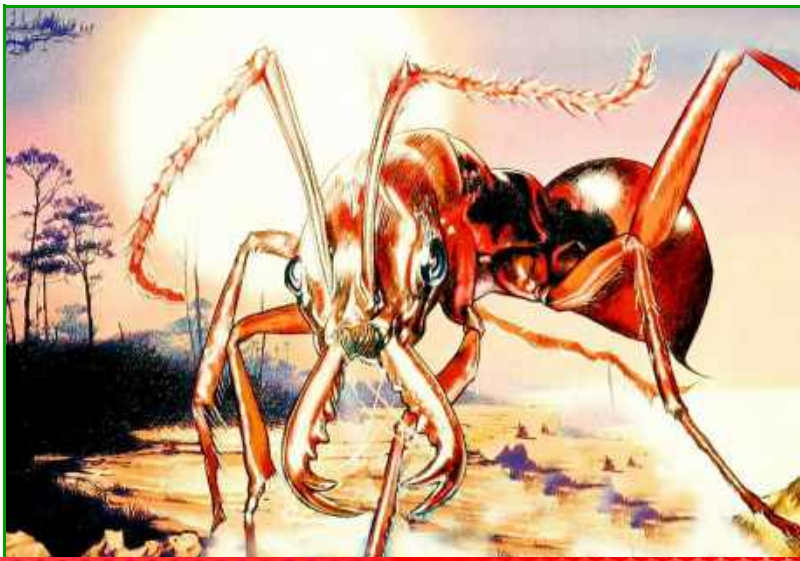
Mandibles +4	Close Damage 11

DEFENSE

DODGE	5	**FORTITUDE**	9
PARRY	5	**TOUGHNESS**	9
WILL	-		

POWER POINTS

ABILITIES	-12	**SKILLS**	5
POWERS	22	**DEFENSES**	6
ADVANTAGES	1	**TOTAL**	22



OTHER GIANT BUGS

After prehistoric beasts, giant insects and spiders were some of the more popular recurring monsters – earning the generation the title of 'Big Bug' era.

Black Scorpion: One of Willis O'Brien's latter-day features – unique in the genre in that human sin plays no part in the swarm of giant scorpions - they emerge from an erupting Mexican volcano. They are eventually beaten back by the army.

Deadly Mantis: Back to the atomic testing to create a giant Preying Mantis. A flying creature, the Deadly Mantis opens up hostilities, knocking Air Force jets from the sky. After a widespread rampage, the creature finally settles down to nest in the Holland Tunnel in New York City, whereupon it is killed with cyanide gas bombs

YMIR

The **Yimr**, from *20, 000, 000 Miles To Earth.* was another Ray Harryhausen creation – a creature brought to Earth, crash-landing in a rocket returning from the first manned space ship to Venus. The creature – a bizarre hybrid of a tyrannosaur's legs, a human torso, and the head of – well, a scaly walrus –hatches from a small gelatinous egg, and escapes. Although only two foot tall at hatching, exposure to Earth's oxygen-rich atmosphere causes it to quickly grow to dinosaurian proportions. After efforts to capture the creature fail, the Ymir rampages through the city of Rome – battling army forces (and a pretty good-sized elephant) on the way to a Kong-like showdown from the towers of the Coliseum, where the creature is killed with bazookas. **(Str38)**

NOTE: Trivia point – the Ymir's ball-and-socket skeleton was salvaged to serve as the skeleton for Harryhausen's Cyclops in the *7th Voyage of Sinbad* (See entry for: **7th Voyage of Sinbad: Cyclops**).

YMIR — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	6	0	1	8	-2	1	-3

POWERS

Growth: Growth 8 (Innate; Permanent, Limitation: within an oxygen-rich environment only) • *16 points*
Scaly Hide: Protection 6 • *6 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Teeth: Strength-based Damage 2 • *4 points*

ADVANTAGES

All-out Attack, Fast Grab, Power Attack

SKILLS

Close Combat 2 (+10), Perception 6 (+7), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +0

Teeth +10	Close Damage 12
Unarmed +10	Close Damage 10

DEFENSE

DODGE	4	**FORTITUDE**	12
PARRY	8	**TOUGHNESS**	12
WILL	2		

POWER POINTS

ABILITIES	12	**SKILLS**	6
POWERS	30	**DEFENSES**	19
ADVANTAGES	3	**TOTAL**	70

MONSTERS: STEPHEN KING

In modern horror fiction, **Stephen King** separates from the rest as the most identifiable, iconic creator. Predominantly an author (with a few unfortunate attempts at directing, and even more as screen-writer), Stephen King has created some of the most genuinely scary tales, switching freely from nominal science fiction, to stone reality, to openly supernatural, King at his best manages that most delicate of maneuvers – the suspension of disbelief. While countless movies have now been made from his work, and King himself has seemingly burnt through all his best stuff (his new stuff is over-written short-stories, with dalliances into Tolkienesque alternate Earth stores), his early books, such as *'Salem's Lot, Christine, Cujo, the Dead Zone, Firestarter, The Stand*, and most particularly, the excruciatingly eerie *Pet Semetery*, still resonate today. A few, of his more famous creatures are detailed here:

BARLOW

When author, Ben Mears, returned to his childhood home of Jerusalem's Lot, to exorcise a few demons lingering from a seemingly paranormal encounter in a local horror house, he hardly expected to find worse demons waiting for him there.

But the sleepy little town of 'Salem's Lot had been infested with a nest of vampires. Attracted to the evil aura of the very house that haunted Ben's childhood, the king-vampire, **Barlow**, had settled into the bedroom community under the auspice of a mysterious business owner, rarely seen – and only at night. And then people begin to disappear.

Ben Mears finds himself unexpectedly pitted against a growing plague of undead, and worse, Barlow has become aware of him and his small local band of ghost hunters. And one by one, Barlow picks them off, starting with Ben's girlfriend, Susan, transforming her into a vampire. Ben, himself, is forced to put a stake through her heart.

Outmaneuvered at every turn, Ben and his only surviving ally, a young boy, Tommy, who had lost his parents to the king-vampire – finally discover Barlow's secret lair, only minutes before dawn. Ben manages to stake the king-vampire, even at the moment Barlow sits up in his coffin. Upon the death of Barlow, Ben and Tommy flee town, which has fallen completely to the undead. He returns months later, during the dry season, and sets the place afire, reenacting a wildfire that burned the town half-a-century before, and then left 'Salem's Lot behind for good.

Jerusalem's Lot became a ghost town - no one knew what really happened, just a town that withered away, it's people moved on. But it is shunned by neighboring towns - and no one goes there at night. **(STR26)**

BARLOW PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	-	10	4	8	2	10	10

POWERS

Children of the Night: (Summon Animals 2 (Bats, Rats, or Wolves; Horde, Mental Link, Multiple Minions 6 (64 minions) • *16 points*

King Vampire: Mind Control 10 (Limited to vampires and people he has bitten), Protection 2 • *42 points*

Shape-Shifter: Shapeshift 3 (limited to bats, rats, wolves or mist form), Form of Mist (Insubstantial 2) • *34 points*

Spider-Climb: (Movement 1 (Wall-crawling) • *2 points*

Undead: (Immortality 10 (Not When Staked or Beheaded), Immunity 30 (Fortitude), Protection 8 (Impervious, Limited: Not Versus Blessed, Magical, or Silver Weapons), Regeneration 10 (Source: Blood) • *68 points*

Vampire Bite: Weaken Stamina 8, Limited to Draining 1 rank per round, Requires Grab • *8 points*

ADVANTAGES

Animal Empathy, Diehard, Improved Critical (Unarmed), Fascinate, Fearless, Improved Hold, Improved Initiative, Instant Up, Power Attack, Startle

SKILLS

Close Combat: Unarmed 4 (+12), Deception 10 (+20), Expertise: Arcane Lore 18 (+20), Insight 6 (+16), Intimidation 10 (+20), Investigation 8 (+10), Perception 8 (+18), Persuasion 12 (+22), Stealth 8 (+18)

OFFENSE

INITIATIVE +14

Unarmed +12 — Close Damage 7, Crit 19-20

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	10
WILL	11		

POWER POINTS

ABILITIES	82	**SKILLS**	42
POWERS	163	**DEFENSES**	7
ADVANTAGES	9	**TOTAL**	311

COMPLICATIONS

Nemesis Ben Mears

Enemies: A local band of vampire-hunters, headed by Father Callahan, of the 'Salem's Lot Catholic church.

Vampiric Weaknesses: Vampires have a dependence on blood (-2 points), along with a weakness to holy symbols (dazed for one round by losing an opposed Presence check (-3 points), and a fatal vulnerability to sunlight (-8) (destroyed after 10 rounds.

CARRIE

Carrie White was the browbeaten daughter of a wildly fanatical and often abusive mother. Her strange dress and manner naturally also made her an outcast at school – and hers is your basic existentially miserable existence. Carrie, however, is also possessed of a latent telekinetic ability, which intensifies after her first menstrual period – a terrifying experience to the naive Carrie, who is completely ignorant of the feminine cycle and believes she dying when she starts bleeding in the school shower after gym class. The other girls are disgusted and pelt her with tampons, chanting for her to 'plug it up;'

This horrible experience sets off a chain of events, starting when the girls – several of the most popular girls in school are punished, and one of them, a girl named Susan Snell, is genuinely remorseful and attempts to make amends to Carrie by having her popular boyfriend, Tommy Ross, escort Carrie to the prom. But one of the other girls, Chris Hargensen, suspended over the shower incident, plots revenge – arranging a rigged vote to put Carrie on stage as Prom Queen, in order to dump a bucket of pig's blood on her head. Not the least of it is the violent resistance of Carrie's mother. Events are tragically poignant as Carrie is led on stage, in a moment of almost stunned happiness, only to have the bucket dumped on her head. The crowd erupts in laughter – apparently unaware the falling bucket has just killed Tommy Ross - and Carrie loses it – her telekinetic ability running wild, she literally pulls the entire building down, sets it on fire, and burns it to the ground. Carrie returns home, only to be fatally stabbed by her mother. She kills her mother, stopping her heart, butt dies in the arms of Sue Snell. **(Str4)**

CARRIE — PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-1	-1	0	1	-1	0	0	0

POWERS

Telekinesis: Move Object 10 • *20 points*

ADVANTAGES

None

SKILLS

Expertise: Bible Verse 4 (+4), Expertise: Sewing 4 (+4), Perception 8 (+8)

OFFENSE

INITIATIVE +0

Telekinesis	Perception Ranged Affliction 10
Telekinesis	Move Object 10

DEFENSE

DODGE	0	**FORTITUDE**	0
PARRY	0	**TOUGHNESS**	-1
WILL	0		

POWER POINTS

ABILITIES	-1	**SKILLS**	4
POWERS	20	**DEFENSES**	0
ADVANTAGES	0	**TOTAL**	23

COMPLICATIONS

Fanatical Mother: Carrie was raised in virtual social seclusion, by her near-lunatic mother, crippling her social skills.

Outcast: Largely because of her upbringing, Carrie is a perpetual outcast.

CHRISTINE

Christine was a red and white, 1957 Plymouth Fury, discovered by perpetual teen-aged loser, Arnie Cunningham, a mechanical wizard who falls in love with the old wreck of a car, and buys it from it's creepy, grungy old owner, Despite the vigorous protests of his controlling parents, and the concerned advice of his one and only friend – a popular football player named, Dennis – Arnie plunges obsessively into the restoration of the old Plymouth. Over the following weeks, Dennis becomes more and more concerned as Arnie begins treating the car more and more like a person. Moreover, the normally shy inoffensive Arnie begins to more and more resemble the personality of the previous owner – a mean old bastard named LeBay – who Dennis discovers had died almost immediately upon selling Arnie his car – a man with an unsavory past. Arnie's morphing personality sent several events into motion – first the deteriorating relationship with his parents, aggravating a situation with a group of former bullies, and – perhaps most significantly – attracting the attention and affection of Leigh Cabot – the prettiest girl in school – who Dennis also has a reluctant crush on. But Dennis is taken out of the equation, after breaking his leg in a game, and being bedridden for the next several weeks.

Throughout it all, the restoration of Christine continues until, in seemingly impossible short order, the old Fury is restored to a near-showpiece – until the group of bullies – led by the thuggish Buddy Repperton – trash the car to junk… and that's when people begin dying.

Within weeks of the vandalism, all three of the hoodlums involved are killed in vicious, murderous, hit and runs – leaving red paint chips in their skin. And during this same period, Christine is miraculously restored as good as new – including the lack of damage from any possible hit and run. Arnie is also confirmed by police to have airtight alibis for the nights of the crimes, and therefore couldn't be involved – unless Christine was driving herself. Arnie's friend Dennis, fresh out of the hospital and hobbled on crutches, suspects the truth – as does Arnie's now-ex-girlfriend, Leigh Cabot – and the two set about plotting the destruction of Christine – as well as succumbing to feelings for each other – an affair that is soon discovered by Arnie, instigating a final showdown with Christine at a secluded local garage, whereupon Leigh and Dennis manage to crush Christine to scrap with a giant sewage disposal truck. Arnie is also killed – in a car wreck with is mother, in the book, struggling with the spirit of LeBay – dying in Christine's driver's seat in the film by John Carpenter. **(Str35)**

CHRISTINE PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	-	2	2	5	0	10	10

POWERS

Demonic Possession: Possession: Affliction 10 (Resisted by Will, Compelled, Controlled), Affects Corporeal 10, Cumulative, Insidious, Subtle 2, Limited to men • *12 points*

Hell Car: Immunity 30 (Fortitude), Protection 3, Regeneration 6 (limited to when moving), Speed 6 • *35 points*

ADVANTAGES

Diehard, Fascinate, Fearless, Improved Initiative, Instant Up, Move-By Action, Power Attack, Startle

SKILLS

Insight 6 (+18), Intimidation 10 (+21), Persuasion 6 (+17)

OFFENSE

INITIATIVE 6

Runover	Close, Damage 9

DEFENSE

DODGE	4	**FORTITUDE**	Immune
PARRY	6	**TOUGHNESS**	7
WILL	13		

POWER POINTS

ABILITIES	60	**SKILLS**	21
POWERS	47	**DEFENSES**	5
ADVANTAGES	8	**TOTAL**	141

COMPLICATIONS

Relationships: Christine's only contacts are with owners who have been possessed by Christine's demonic female presence, like Roland LeBay and Arnold Cunningham

CUJO

Cujo is a big, friendly St. Bernard, family pet of a rural mechanic, who has the misfortune of chasing a rabbit into a hole inhabited by a troop of rabies-infected bats. The 200 lbs. dog is infected, and winds up killing his owner as the disease takes hold. Worse, a young mother with her 4-year-old son, arrives on the property, just as her car seizes up, breaking down right in front of the dead mechanic's workshop. She and her son are trapped inside the broken-down car by the rabid dog, with no one knowing where they are, and with a deadly July heat wave beating down upon them. As her son begins to succumb to heat and dehydration, the young mother faces off the rabid St. Bernard with a broken baseball bat, nearly at the cost of her life. But while she succeeds in killing the disease-maddened dog, even as her husband arrives on the scene with police, it is to no avail as her little boy has already died. **(Str10)**

CUJO PL4

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	3	1	0	3	-3	2	-2

POWERS

Senses 3: (Low-light Vision, Scent, Track). • *3 points*
Teeth: Strength-based Damage 1 • *1 point*

ADVANTAGES

All-out Attack, Fast Grab, Improved Trip, Power Attack

SKILLS

Perception 4 (+6), Stealth 4 (+5)

OFFENSE

INITIATIVE +1

Teeth +3	Close Damage 4

DEFENSE

DODGE	4	**FORTITUDE**	5
PARRY	4	**TOUGHNESS**	3
WILL	3		

POWER POINTS

ABILITIES	14	**SKILLS**	4
POWERS	4	**DEFENSES**	7
ADVANTAGES	4	**TOTAL**	34

COMPLICATIONS

Rabid: Cujo was once a big friendly family pet, until he chased a rabbit into a hole filled with rabid bats. Once the disease infected him he became a bestial, 200lb monster attacking anyone in sight. His bite was infectious for rabies at 7 ranks.

MR. MAJESTIC

Lord Majestros was stranded on Earth along with his fellow Kherubim thousands of years ago as a result of a run-in with Daemonites in Earth-space. At the time of the crash to Earth, Majestic was a great and powerful Kherubim warlord and commander. Once on Earth, he devoted his life not only to the battle against the Daemonites, but to fight the fight against evil in all its forms. Majestros has fought on the side of good for so long that his exploits have been the basis of many myths and legends. He was seen defending Christians from lions at the Roman Coliseum when the WildC.A.T.s went back in time and he was also a member of The Big Three (along with The High and Maximum Man), a team that fought during World War II. Though he has been a hero for thousands of years, he only became a 'superhero' in the forties, and he is best known in the Wildstorm universe for his adventures in the forties, fifties and sixties.

As **Mr. Majestic**, he was a member of the International Operations' super-secret Team 1 in the early sixties but he left the public eye after the team's first catastrophic mission. A Daemonite named Helspont tried to start a nuclear war between the most powerful nations on Earth so the planet would be empty for the Daemonites. Lord Emp persuaded the head of International Operations to make a super-powered team to combat the Daemonite force on US soil.

As a part of Team 1, Majestic fought alongside Zealot, John Colt, Think Tank Slay, and Isaiah King. As soon as the team was formed, they were sent into battle against Helspont, who had seized control of a US missile base. As Helspont got ready to launch a missile, Team 1 arrived and a battle ensued. Team 1 was vastly outnumbered and things quickly escalated out of control. Helspont himself was locked in battle with Mr. Majestic and during the fight, he launched the missile. Fortunately, Team 1 member, Regimen, jumped on the missile and destroyed it as it flew, and was killed in the process.

After the disaster that was Team 1, Majestros spent 30 years keeping a low profile somewhere above the Arctic Circle, away from the problems of the world, although he was eventually persuaded by Savant to rejoin the reformed Wildcats team. **(Str100)**

PERSONALITY

Although brave and heroic, Majestros is also militaristic, arrogant and brutal. He believes his powers make him a superior being, and that it is his responsibility to protect lesser, weaker beings. Majestros has admitted to imprisoning and brutally punishing villains without the formality of a fair trial, and usually doesn't have very much patience for the sensibilities of those he is pledged to protect.

REAL NAME: LORD MAJESTROS OF KHERA
OCCUPATION: PROTECTOR, WARLORD, SUPERHERO
BASE: NORTH GREENLAND, SMITHSONIAN INSTITUTE
AFFILIATION: TEAM 1, WILDCATS, SAVANT GARDE
HEIGHT: 6' 3" **WEIGHT:** 225 LBS
EYES: BLUE **HAIR:** BLACK

POWERS AND ABILITIES

Majestic possesses great strength, speed, flight, genius-level intellect, micro-vision, ice-breath, the ability to survive in space, and is invulnerable to conventional weaponry. He can also project energy from his eyes and hands. Like all Kherubim, he is enormously long-lived if not immortal. While most of the Kherubim Pantheon have most of these powers, Majestic's levels are much higher than any other Kherubim It has been said he was enhanced by the alien, D'rahn – beings capable of prompting evolution - in a called 'Enlightenment', but there are no other details.

MR. MAJESTIC PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	14	2	2	10	5	5	10

POWERS

Flight: Array *(30 points)*
• Flight 15 (64,000 MPH) • *30 points*
• Quickness 7, Stacks with Super-Speed; Speed 15 (64,000 MPH) - *1 point*
• Movement 15 (Space Travel) •*1 point*
Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4, Impervious Toughness 18; Immunity 10 (Life Support) • *32 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead' • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*

ADVANTAGES

Benefit 4 (Kherubim Lord), Extraordinary Effort, Inspire, Languages (Kherubim), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 2 (+12), Expertise: Daemonites 4 (+9), Expertise: Kherubim history 8 (+13), Expertise: Science 10 (+15), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+13), Persuasion 8 (+18), Technology 8 (+14)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged Damage +15
Unarmed +12	Close Damage 19

DEFENSE

DODGE	12	**FORTITUDE**	15
PARRY	12	**TOUGHNESS**	18
WILL	17		

POWER POINTS

ABILITIES	134	**SKILLS**	28
POWERS	120	**DEFENSES**	25
ADVANTAGES	11	**TOTAL**	318

COMPLICATIONS

Arrogance: Because of his birthright and the super-human abilities that come with it, Majestros believes himself inherently superior to pretty much everyone, and this leaves him somewhat callous to those normal mortal humans that he protects.
Enemies: Daemonites
Relationships: Majestic has a tumultuous past with Nemesis, Savant, and Zealot.

SUPERMAN ANALOGUE

Mr. Majestic is one of a number of deliberate Superman-analogues – presented almost as Elseworlds versions – from several different comic labels – in the case of Mr. Majestic he is even drawn with identical features to Superman.
The listed stats are essentially Superman with a number of Majestros specific skills – a higher fighting score, with adjustments to Dodge/Parry and Will, to reflect his militarized background. But as Mr. Majestic is pointedly intended to be a Superman-clone of the different incarnations for Superman would be perfectly acceptable – particularly if Superman himself is appearing in the story with Majestros – minus Kryptonian-oriented drawbacks – Red Sun radiation, Kryptonite, vulnerability to magic, etc. – substituting Mr. Majestic's own Skills and Complications.

MR. MXYZPTLK

In his youth, a Fifth-Dimensional being was summoned from his home world of Zrfff to the Third Dimension by occultists. Ignoring the requests of the occultists, the being took advantage of the journey to conduct some serious scholarly studies on the inhabitants of the lower dimension, and at a Halloween party encountered Superboy, Robin and Impulse.

Realizing that the Fifth-Dimensional being had crossed not only dimensional barriers but come forward in time, the young heroes informed the being that he was the same one who in the past had bedeviled the world's greatest hero, Superman.

Eventually convinced of the necessity of the task, this being adopted a sense of humor based on classic Third-Dimension slapstick comedy films before journeying back in time and adopting a new name for itself based upon random keys struck on a nearby keyboard: 'Mxyzptlk'

Since that time, **Mr. Mxyzptlk** has returned regularly to practice his wit upon the heroes of the Third Dimension, often for his own enjoyment but also to help them be better heroes— or at least achieve as great a destiny as might be expected of lower beings.

Mr. Mxyzptlk has also hinted that his ability to travel freely through time has allowed him to practice and ply his humor across thousands of years of human history, and he has often been mistaken for trickster gods such as Loki, Coyote and Anansi. **(Str4)**

PERSONALITY

Mr. Mxyzptlk is a practical joker on a universal scale, and the creatures of the Third Dimension are his preferred audience. While he is mostly concerned with amusing himself, he often tries to convince those who disagree with his humor to laugh it off and get in on the joke. Though he sees Third-Dimensional creatures as lower beings, Mxyzptlk does have a fondness for Superman and a few others, in the same way a child loves his favorite toys.

Despite the chaos he sows wherever he goes, Mr. Mxyzptlk does not act randomly. He often tries to frame his actions in a Third-Dimensional context, whether in an attempt to teach the lower beings a lesson, get across a message, or just entertain them. If his jokes are sometimes hard to follow, he simply explains that Fifth-Dimensional logic doesn't always carry over into the Third Dimension.

While Mr. Mxyzptlk's jokes are often disruptive and sometimes destructive, only rarely are they truly dangerous and hardly ever deadly. When one of his jokes comes to an end or he is compelled to return to the Fifth Dimension, Mxyzptlk always undoes all of the chaos he has caused and returns everything to the way it was before.

POWERS AND ABILITIES

Mr. Mxyzptlk can make nearly anything happen with little more than a thought, a PLX character that functions more as a plot device and an obstacle to be overcome than someone to be defeated. In the past, he has even used his abilities to nearly effortlessly overcome even other PLX characters, for example, containing the Spectre.

Superman once believed that the abilities of Mr. Mxyzptlk were magical, explaining the great effect they could have on him. Mxyzptlk has refuted that several times, saying that his abilities are natural to the creatures of the Fifth Dimension but scientific in nature. However, as other near-magical creatures in the Third Dimension have been discovered to originate in the Fifth, it may simply be that the science of the Fifth Dimension is so advanced (or so different) as to be indistinguishable from magic in the Third. Further, effects that interfere with magic have been shown to affect Mxyzptlk, such as the time when magic was drained away from Metropolis and left him wandering the streets unable to remember how to return to the Fifth Dimension.

Mxyzptlk often uses his abilities to animate otherwise inanimate objects, from mannequins to entire buildings. However, on a whim he has changed the way the laws of physics operate and even created substitute realities nearly indistinguishable from the real thing.

REAL NAME: MXYZPTLK
OCCUPATION: IMP
BASE: THE FIFTH DIMENSION **AFFILIATION:** NONE
HEIGHT: 3' 6" **WEIGHT:** 59 LBS
EYES: PURPLE **HAIR:** WHITE

MR. MXYZPTLK PLX3/PL25

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
-1	10	7	7	3	2	2	5

POWERS

Reality Manipulation: Variable Power 40, Ranged Affliction 40 (Resisted by Fortitude, Transformed) • *340 points*

ADVANTAGES

All-Out Attack, Power Attack, Ultimate Effort (Powers)

SKILLS

Insight 6 (+8), Perception 8 (+10)

OFFENSE

INITIATIVE +7

Reality Manipulation	Perception Range Damage 40
Unarmed +3	Close Damage -1

DEFENSE

DODGE	7	**FORTITUDE**	12
PARRY	7	**TOUGHNESS**	10
WILL	7		

POWER POINTS

ABILITIES	70	**SKILLS**	6
POWERS	320	**DEFENSES**	6
ADVANTAGES	3	**TOTAL**	405

COMPLICATIONS

Kltpzyxm: If Mr. Mxyzptlk can be tricked into saying his name backwards, he is compelled to return to the Fifth Dimension and must remain there for ninety days.

Impractical Joker: Mr. Mxyzptlk sees his forays outside the Fifth Dimension as great fun, both for himself and for those whose lives he is disrupting. It's often hard to convince him that his jokes might be causing pain or difficulty, and he accuses anyone who points this out of trying to "ruin the fun."

Despite the many times Superman has been the target of Mxyzptlk's jokes, the imp still sees the hero as a friend and has even used his powers to put heroes such as Superman and Batman through great challenges to prepare the heroes for approaching universal crises. Mxyzptlk also has a friendly rivalry with fellow other-dimensional prankster Bat-Mite, and enjoys pitting his sense of humor against that of the Joker and the Prankster.

Despite his protests that he is the hero's friend, Superman sees Mxyzptlk as an annoyance to be banished back to the Fifth Dimension as soon as possible. The same is true for nearly anyone in the Third Dimension who Mxyzptlk considers a friend.

Relationship: In the Fifth Dimension, Mxyzptlk has a "quinto-partner"—a girlfriend—named Gsptlsnz. Back in the Fifth Dimension, Mxyzptlk is hated by Mixyezpitellik, a "Vowelled Knight of Order" who uses his magical powers to keep the Ultraman of Earth-3 in check

QUINTESSENTIAL X-CHARACTER

Mr. Mxyzptlk can essentially do anything he wants – the stats given are for use against other X-level characters, and even these are arbitrary, subject to the judge's discretion – Mxyzptlk is not in the same league as the Presence, for example, but he has been shown to contain the power of the Spectre (who himself varies dramatically) and has he has been shown on at least one occasion to be capable of affecting reality on a universal level.

It is possible that Mxyzptlk's abilities fluctuate, as the true nature of 5th Dimensional science remains something of a mystery, more akin to magic.

X-Level: The stat-box is Mr. Mxyzptlk as a playable **PL20**. His X-level is **PLX3** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank **(20x3=60)** on all rolls. **NOTE:** Some versions of Mxyzptlk (usually humor-mag-type stories) have presented him as high as **PLX4 (20x4=82).**

MS. MARVEL

Although herodom is a long strange trip for anyone, Carol Danvers has unquestionably had the most bizarre ride. She has, at time commanded god-like power, while at other times battled alcoholism, as well as being stripped, not only of her powers but her very identity.

Carol was a top-notch intelligence agent for the U.S. Air Force for several years, before moving on to become chief of security at NASA. There, she met the Kree Captain Mar-Vell and was exposed to the Kree Psyche-Magnetron at his secret base on Earth. The radiation from the device augmented her genetic structure, granting her superhuman strength, invulnerability, flight, and a 'Seventh Sense.' She took the name **Ms. Marvel** in honor of Captain Mar-Vell and fought crime with her new abilities.

Carol moved to New York City, became an editor at a women's magazine, and joined the Avengers. Shortly thereafter, Immortus' son Marcus seduced her, and brought her to Limbo as part of a creepy escape scheme, and impregnated her – with himself. When Carol left Limbo, he was born and grew up fast – so fast, in fact, that he turned to dust.

Feeling violated and angry at the Avengers for allowing her fate, Carol was hardly back before Rogue of the X-Men stole all her powers and memories. Now a powerless amnesiac, Carol stayed with the X-Men while Professor Xavier helped restore her lost memories.

Traveling in space with the X-Men led to Carol's capture by the alien Brood, who used an evolution ray on her, giving her a whole new set of cosmic energy-based powers. She changed her heroic name to Binary and joined the Starjammers for outer-space adventures. Binary came back to Earth to help out during Operation: Galactic Storm and was nearly killed.

Following that, she decided to stay on Earth. Due to manipulations by Morgan Le Fay, the white hole from which Carol drew her Binary powers began to contract. As a result, those powers have faded and they now operate at a level similar to what they were before they were stolen.

Taking the new name Warbird, Carol joined the Avengers when they restated the team, although her out-of-control need to prove herself has frequently led to friction with team leader Captain America. Carol eventually quit the team when the group held a formal inquiry into her actions.

Carol now usually operates under her Ms. Marvel name – although lately, she has been using the moniker 'Captain Marvel', due to her S.H.I.E.L.D. rank – and she has had various attachments to other super-groups, including the all-female Lady Liberators, organized by the She-Hulk. Carol also she retains tenuous relations with the Avengers and she is still considered an ally in a crisis. **(Str45)**

REAL NAME: CAROL DANVERS
OCCUPATION: SUPERHERO, FORMER NASA AGENT
BASE: NEW YORK CITY **AFFILIATION:** AVENGERS
HEIGHT: 5' 11" **WEIGHT:** 124 LBS
EYES: BLUE **HAIR:** BLOND

PERSONALITY

Carol is a recovering alcoholic and she often seems uncertain of herself, hiding her flaws and frailties from her teammates. She covers this insecurity with showiness in battle. She sometimes talks to herself to bolster her courage.

MS. MARVEL PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
11	9	2	2	7	2	3	3

POWERS

Flight: Flight 7 (240 MPH) •*14 points*
Energy Control: Energy Absorption 15, Energy Blast: Ranged Damage 13 • *41 points*
Invulnerability: Impervious Toughness 9 • *9 points*

ADVANTAGES

Attractive, All-out Attack, Defensive Attack, Distract (Intimidation), Improved Hold, Power Attack, Ranged Attack, Teamwork

SKILLS

Acrobatics 8 (+10), Athletics 2 (+13), Close Combat: Unarmed 2 (+9), Deception 4 (+7), Expertise: Journalism 6 (+8), Expertise: Military 7 (+9), Insight 3 (+6), Intimidation 6 (+9), Investigation 5 (+7), Perception 3 (+6), Persuasion 4 (+7), Ranged Attack (Blasts) 2 (+9), Stealth 5 (+7), Treatment 3 (+5), Vehicles 7 (+9)

OFFENSE

INITIATIVE +2

Energy Blast +9	Ranged Damage 13
Unarmed +9	Close Damage 11

DEFENSE

DODGE	10	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	9
WILL	7		

POWER POINTS

ABILITIES	78	**SKILLS**	33
POWERS	64	**DEFENSES**	16
ADVANTAGES	8	**TOTAL**	199

COMPLICATIONS

Addiction: Carol is an alcoholic and has been out of control in the past, nearly leading to the end of her career, and causing her expulsion from the Avengers.
Energy Absorption: Possibly as a result of the genetic tampering of the alien Brood, Ms. Marvel has shown the ability to absorb excessive energy – such as from a nuclear blast – and channel it into a single power feat, as was the case when she once knocked out the Sentry.
Power Loss: Carol Danvers has gone through a wide range of changes, from her early non-powered adventures, to powered-Kree suits, her first Ms. Marvel powers via irradiation from Kree technology, her transformation to the cosmically-powered Binary by the Brood, to the eventual reduction of these powers to their current levels – right about where they were during her initial Ms. Marvel days.
Contacts: Carol Danvers, in all of her incarnations, has a wide range of contacts ranging from the space-faring Starjammers, to the U.S. Military and NASA, and the alien Kree, along with a variety of super-hero groups, including the Avengers and the X-Men.

POWERS AND ABILITIES

As Ms. Marvel (or 'Captain Marvel'), Carol has superhuman strength and durability. She also has the ability to fly and fire high-impact concussive energy blasts. She can also absorb energy and temporarily amplify her powers. Carol is also a trained pilot.
Carol's abilities have gone through a wide range of changes, from her early non-powered adventures, to powered, Kree super-suits, her first Ms. Marvel powers acquired through irradiation from alien Kree technology, her transformation to the cosmically-powered Binary by the Brood, to the eventual reduction of these powers to their modern levels – right about where they were during her initial Ms. Marvel days. During her tenure as Binary, Carol had to periodically revert to human form and excessive release of energy would spontaneously cause this transformation.

BINARY PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	14	2	2	7	2	3	3

POWERS

Flight: Flight: Flight 18 (500,000 mph) Movement 4 (Environmental Adaptation — Zero-G, Space Travel 4) • *36 points*
Energy Control: Energy Absorption 16, Energy Blast: Ranged Damage 16 • *32 points*
Invulnerability: Protection 1, Impervious Toughness 9 • *10 points*
Starburst: Burst Area Damage 20 (Limited to one blast, causes transformation to human form) • *38 points*

ADVANTAGES

Acrobatics 8 (+10), Athletics 2 (+19), Close Combat: Unarmed 2 (+9), Deception 4 (+7), Expertise: Journalism 6 (+8), Expertise: Military 7 (+9), Insight 3 (+6), Intimidation 6 (+9), Investigation 5 (+7), Perception 3 (+6), Persuasion 4 (+7), Ranged Attack (Blasts) 2 (+9), Stealth 5 (+7), Treatment 3 (+5), Vehicles 7 (+9)

SKILLS

Athletics 2 (+19), Deception 4 (+6), Expertise: Business 6 (+8), Insight 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Persuasion 4 (+6), Ranged Combat: Heat Vision 7 (+9), Technology 7 (+9)

OFFENSE

INITIATIVE +3

Energy Blast +9	Ranged Damage 16
Starburst	Burst Area Damage 20
Unarmed +9	Close Damage 17

DEFENSE

DODGE	10	**FORTITUDE**	18
PARRY	10	**TOUGHNESS**	15
WILL	7		

POWER POINTS

ABILITIES	100	**SKILLS**	33
POWERS	118	**DEFENSES**	19
ADVANTAGES	6	**TOTAL**	278

COMPLICATIONS

Addiction: Alcoholism.
Power Loss: During her tenure as Binary, Carol had to periodically revert to human form (STR 1, STA 2).
Relationships: As Binary, Carol was allied with the space-faring Starjammers, as well as the X-Men.
Sworn Enemies: The Brood.

BINARY

Carol's cosmic stint as **Binary** earns her a mark as one of the most powerful non-entity beings in space, comparable to the Silver Surfer. In addition to Herald-level strength, she also could survive in open space, and fire potent blasts of energy. There was a finite amount of time in which she could stay in her Binary form, usually directly related to her energy expenditure, although it was never precisely determined at what point she burned out. She could also release all of her energy at once in the form of a star-blast, after which she would revert back to her human form. During her tenure as Binary, Carol had her human-level stats (see Carol Danvers below). **(Str90)**

CAROL DANVERS

Since her wild career as a meta-human, it's easy to forget Carol started out as a very human, very capable, experienced adventurer in her own right. She was a skilled fighter pilot, and a veteran intelligence agent – comparable to the Black Widow – and boasted an impressive level of hand-to-hand fighting skills. In fact, in her early adventures with Captain Mar-Vell, Carol was an early example of the chick-who-can-do-it-better-than-the-guys sidekick to the metahuman Kree warrior-hero, Mar-Vell.

In general, Carol was basically a high-end genetic specimen (which later would enable the alien Brood to turn her into Binary), although a long period of imprisonment at the hands of KGB left her physically and psychologically damaged – the exact details of her ordeal remain unexplored but possibly contributed to her bouts with alcoholism in subsequent years. In cases where she has lost her powers, she retains most of her past skills. **(Str6)**

CAROL DANVERS PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	2	2	2	7	2	3	3

EQUIPMENT

Pistol: Ranged Damage • *3 points*

ADVANTAGES

Attractive, All-out Attack, Defensive Attack, Distract (Intimidation), Equipment 1, Improved Hold, Power Attack, Ranged Attack, Teamwork

SKILLS

Acrobatics 8 (+10), Athletics 2 (+3), Close Combat: Unarmed 2 (+9), Deception 4 (+7), Expertise: Journalism 6 (+8), Expertise: Military 7 (+9), Insight 3 (+6), Intimidation 6 (+9), Investigation 5 (+7), Perception 3 (+6), Persuasion 4 (+7), Ranged Attack (Pistol) 2 (+9), Stealth 5 (+7), Treatment 3 (+5), Vehicles 7 (+9)

OFFENSE

INITIATIVE +3

Pistol +9	Ranged, Damage 3
Unarmed +9	Close Damage 1

DEFENSE

DODGE	10	**FORTITUDE**	5
PARRY	10	**TOUGHNESS**	2
WILL	7		

POWER POINTS

ABILITIES	44	**SKILLS**	33
POWERS	0	**DEFENSES**	18
ADVANTAGES	5	**TOTAL**	107

COMPLICATIONS

Addiction: Alcoholism.

Contacts: Carol Danvers, in all of her incarnations, has a wide range of contacts ranging from the space-faring Starjammers, to the U.S. Military and NASA, and the alien Kree, along with a variety of super-hero groups, including the Avengers and the X-Men. She is currently affiliated with S.H.I.E.L.D.

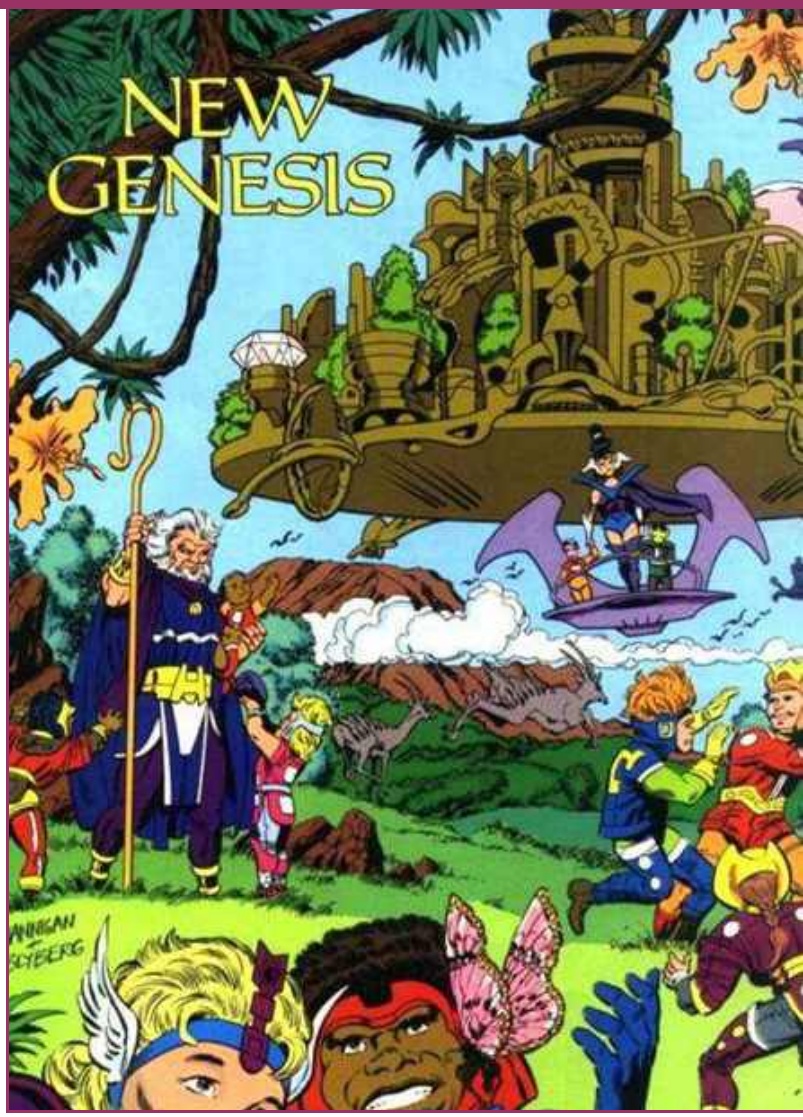
NEW GODS

There exists a dimensional gulf normally traversable only through the powerful teleportation technology known as a Boom Tube. Untold ages ago, this gulf was inhabited by a race known as the "Old Gods," who fought a cataclysmic war that ultimately destroyed their home, the planet Urgrund.

From the shattered remnants of Urgrund, two worlds eventually developed—dread Apokolips and idyllic New Genesis. **The New Gods**, inheritor race to Urgrund's lost power, developed on these planets. The various members of the New God race that lived on each of these worlds found themselves at odds, as the lords of Apokolips have always hungered for absolute power, while the New Gods on New Genesis want peace and freedom, as guided by the benevolent cosmic consciousness called the Source.

Several wars have been fought between the two worlds, wars separated by uneasy détentes of varying duration and at least one lengthy truce that required the exchange of hostages: Darkseid's son, Orion, traded to New Genesis and Highfather's son, Scott Free, to Apokolips. This truce lasted until Scott Free escaped to Earth as Mister Miracle.

Separated from these two camps are Metron and The Black Racer. Metron is the ultimate explorer, born of neither world. In his Mobius Chair, he scours the depths and corners of all of creation in the pursuit of knowledge and the advancement of his intellectual curiosity. Though more often allied with the interests of New Genesis—as the pursuit of knowledge requires freedom first—Metron has nonetheless worked with Darkseid when he deemed the goal worthy. The Black Racer is not precisely one of the New Gods, but rather a mortal vessel chosen as the avatar of inevitable death; the current vessel is an Earthman, an otherwise-paralyzed American soldier named Willie Walker who becomes a figure feared by even the New Gods when called to his duties.



HOME OF THE NEW GODS

The paradisiacal antithesis to Apokolips' hellish demeanor, New Genesis itself is covered completely in lush and beautiful, unspoiled forest, towering mountains, and crystal pure oceans. The surface of the planet is left untrammeled by the New Gods who call the world home. Instead, they soar above in the clouds, living in the flying city called Supertown. Beneath them on the planet proper are the Primitives, mortals who have chosen to live in the wilderness, and Forager's people, semi-insectoid life evolved from micro-organisms that live beneath the surface; often dismissively called "Bugs" by Orion and other arrogant residents of Supertown, Forager's people and their rulers, Queen-Widow and Prime-One, contribute to New Genesis' well-being, even fighting alongside the New Gods against Darkseid when needed.

New Genesis is led by **Highfather (Str47)**, once the warrior Izaya whose wife was lost to the raid, which started the hostilities with Apokolips that ultimately resulted in Darkseid maneuvering onto his world's throne. As the wielder of the Golden Staff, Highfather is the chosen of the Source and acts as his people's spiritual guide in addition to their physical head of state. When needed he can call on a variety of powerful agents among his people, New Gods honored to help New Genesis:

BASE: NEW GENESIS
KNOWN MEMBERS: BIG BARDA, HIGHFATHER, ORION, LIGHTRAY, MISTER MIRACLE, LONAR, HIMON, FASTBAK, THE FOREVER PEOPLE
HEADQUARTERS: NEW GENESIS
VEHICLES: VARIABLE SPACE AND LAND CRAFT

• **Orion**, son of Darkseid and Tigra, prophesized to destroy his father in an epic final battle.
• **Lightray**, courageous solar-powered companion of Orion, whose spirit soars as high as his body flies.
• **Mister Miracle** and **Big Barda**, Highfather's son and daughter-in-law, both escapees from Apokolips with personal axes to grind against Granny and Darkseid.
• **Lonar** and the Old God steed **Thunderer**, fearless explorers.
• **Himon**, former teacher to Metron and one of the inventors of the Boom Tube technology, now hidden guerilla instructor ensconced on Apokolips itself.
• **Fastbak**, young poet and lover of all things *speed.*
• **The Forever People** (Mark Moonrider, Serafin, Beautiful Dreamer, Big Bear, and Vykin the Black), a group of special New Gods picked by the Source and raised together who can combine mental power to summon forth Source-empowered **infinity Man** (ironically, Darkseid's brother Drax, saved from death by the Source and given power greater even than Darkseid's own) from the other-dimensional world Adon.

HIGHFATHER PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	14	2	2	12	10	10	6

POWERS

Agent of the Source (Feature 1 (Connection to the Source), Senses 1 (Cosmic Awareness) • *2 points*
Immortality (Immunity 2 (Aging, Disease) • *2 points*
Golden Staff Removable (-10 points) • *12 points*
• **Cosmic Blast** (Ranged Damage 18, Accurate 2 • *18 points*
• **Healing** 9 (Energizing, Restorative; Persistent) • *1 point*
• **Teleport** 12 (Extended) • *1 point*
• **Transform** 7 (anything to anything) • *1 point*
Immunity 10 (Life Support) • *1 point*
Mother Box (Feature 2 (Intelligence); Healing 8; Movement 3 (Space Travel); Removable (-4 points) • *20 points*
Telepathy (Mental Communication 5, Mind Reading 8) – *36 points*

ADVANTAGES

Benefit 5 (Status—Leader of New Genesis), Close Attack 2, Connected, Fascinate (Persuasion), Inspire, Leadership

SKILLS

Skills: Acrobatics 4 (+6), Athletics 4 (+16), Expertise: The New Gods 6 (+16), Expertise: Tactics 2 (+12), Insight 8 (+18), Perception 8 (+18), Persuasion 8 (+14), Ranged Combat: Cosmic Blast 8 (+10), Technology 5 (+15), Treatment 5 (+15)

OFFENSE

INITIATIVE +4

Cosmic Blast +14	Ranged, Damage 18
Golden Staff +14	Close, Damage 14
Unarmed +14	Close, Damage 12

DEFENSE

DODGE	14	**FORTITUDE**	14
PARRY	14	**TOUGHNESS**	14
WILL	18		

POWER POINTS

ABILITIES	136	**SKILLS**	29
POWERS	104	**DEFENSES**	22
ADVANTAGES	11	**TOTAL**	302

COMPLICATIONS

Complications: Motivation—responsibility: Highfather is the leader of New Genesis
Responsibility: Highfather is the agent of the Source and vague cosmic rules sometimes limit his choices and actions.
Weakness: All New Gods find the substance Radion potentially lethal.

LIGHTRAY PL12 244 POINTS

Abilities: **Str** 6 **Sta** 7 **Agi** 5 **Dex** 5 **Fgt** 6 **Int** 6 **Awe** 6 **Pre** 5

Powers: **immunity** 10 (Aging, Cold, Heat, Pressure, Radiation, Vacuum, Disease, Poison, Suffocation (All)); **Solar Energy Control:** Array (48 points): **flight** 24 (32,000,000 MPH, Dynamic), **AE: Solar energy Beam** (Ranged Damage 12, Dynamic), **AE: Solar Light Beam** (Ranged Affliction 12(Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Cumulative, Dynamic), **AE: Holograms** (Illusion 10 (Visual), Area 2 (30 feet), Dynamic), **AE: Miniature Sun** (Environment 12 (Bright Light), Dynamic), **AE: Movement** 1 (Space Travel 1, Dynamic); **Mother Box** (Removable (–5 points): Boom Tube (Space Travel 3); **intelligence** (Feature 2); **restoration** (Healing 8)

Advantages: Agile Feint, Defensive Roll 3, Diehard, Evasion 2, Ranged Attack 7

Skills: Acrobatics 10 (+15), Close Combat: Unarmed 6 (+12), Expertise: Science 8 (+14), Technology 12 (+18), Vehicles 8 (+13)

Offense: Initiative +5, Solar Energy Beam +12 (Ranged, Damage 12), Solar Light Ray +12 (Ranged, Affliction 12), Unarmed +12 (Close, Damage 6)

Defense: Dodge 14, Parry 14, Fortitude 11, Toughness 10/7*, Will 13 *Without Defensive Roll.

Totals: Abilities 92 + Powers 88 + Advantages 14 + Skills 22 + Defenses 28 = 244

Complications: **Doing Good:** Lightray's overriding kindheartedness leads him to always do right by others, even his enemies. **Weakness:** The mysterious substance Radion is potentially lethal to Lightray, as to the other New Gods.

LIGHTRAY

As children, Sollis and his best friend Orion were attacked by Apokoliptian soldiers, and their solar-energy blasts left Sollis comatose. When he recovered, however, the ever-benevolent Sollis found he had gained the power to manipulate solar energy and fly at incredible speeds.

Now known as **Lightray**, he uses these powers in the New Gods' endless struggle with Apokolips, and briefly served alongside his old comrade Orion in the JLA. Lightray is compassionate and patient. He is friendly, even to his foes, often protecting innocent bystanders before they are even aware they are in danger.

Lightray talks constantly of friendship and love, and has even learned to get along with Orion, despite their contrasting natures, and is always looking out for his friend. **(Str20)**

THE SOURCE

GAEA — PLX1/PL17

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
50	50	25	25	25	25	25	25

POWERS

Manifestation of the Universe: Variable 50 (Any Powers with the Cosmic Descriptor, Limitation: drops to 40 within the physical universe), Immunity 30 (Fortitude effects), Impervious Toughness 50 • *320 points*
Omnipresence: Teleport 50 • *100 points*
Omniscience: Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Awareness) • *400 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 25 [Status (The Source), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 25 (+50), Insight 25 (+50), Intimidation 25 (+50), Perception 25 (+50)

OFFENSE

INITIATIVE +25

Cosmic Energy +25	Ranged Damage 50
Unarmed +25	Close Damage 50

DEFENSE

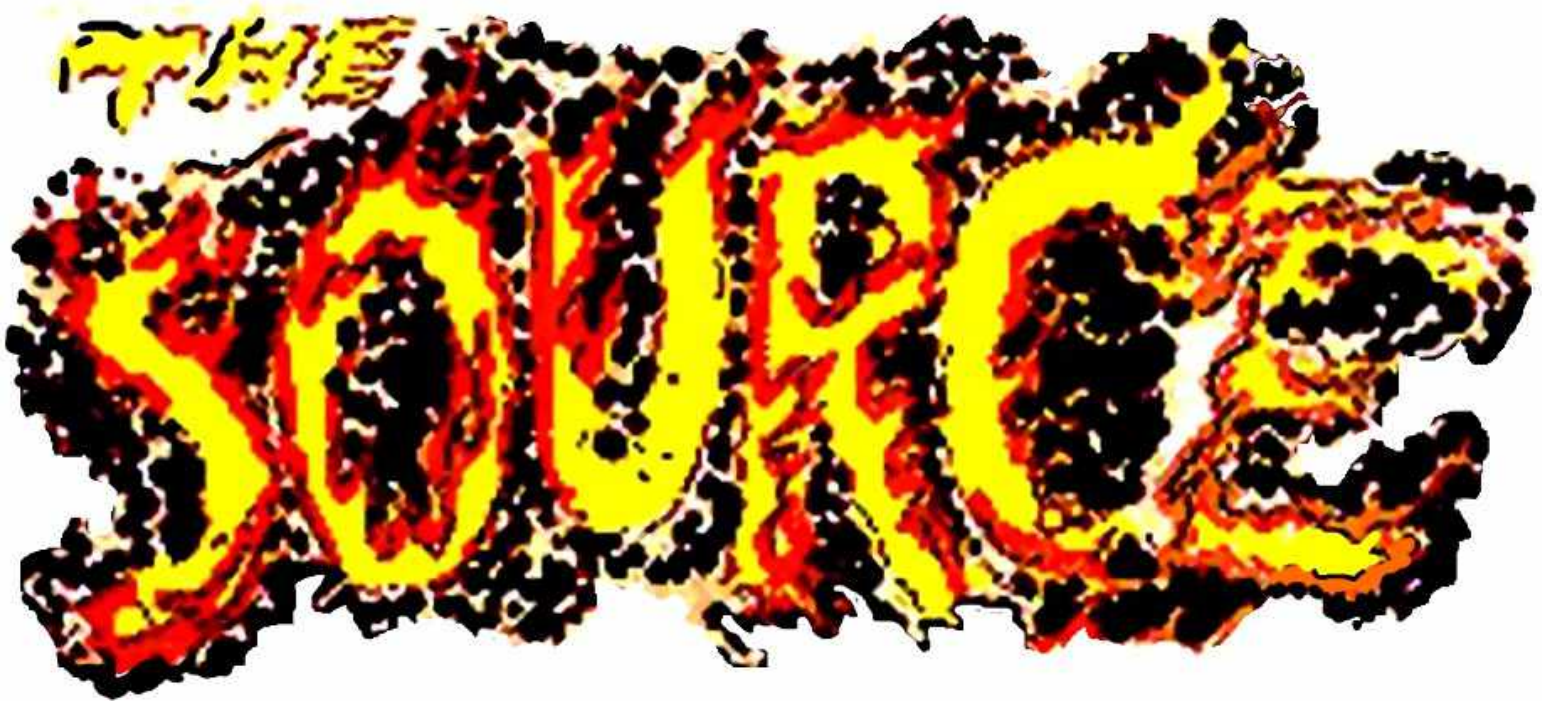
DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	50
WILL	25		

POWER POINTS

ABILITIES	500	**SKILLS**	50
POWERS	755	**DEFENSES**	0
ADVANTAGES	35	**TOTAL**	1340

KNOWLEDGE OF ALL THAT IS

The Source is said to contain the ultimate knowledge of the universe. To gain advice from the Source requires an Awareness Check at DC 20. Malevolent or power-mongering characters require an AWE check at DC 30, while Highfather himself may petition the Source with a DC 15.
The clarity of the Source's advice depends upon the success of the AWE check – while the Source's counsel is always cryptic it will become clearer, the better the result.
The Source may also be contacted directly through the 'Source Wall' – the Final Barrier located at the edge of the Promethean Galaxy, at the very edge of the universe, although accomplishing this is a practically insurmountable Dimensional Travel feat with a DC of 50, with failure indicating that whoever makes the attempt becomes trapped in the Source Wall for all time. **(Str5000)**



NICK FURY

Nick Fury joined the U.S. Army as a soldier during World War Two. He quickly proved himself to be an outstanding leader and military commander. He led a specially trained team called the 'Howling Commandos', whose daring deeds often proved the critical factor in helping the Allies win their battles against the Axis powers.

During this time, Nick was exposed to the Infinity Formula, which inhibited the aging process and has kept his body in peak physical condition to this day.

Sgt Fury rose in rank throughout the Cold War and beyond. The newly promoted Col. Fury was named as the Director of S.H.I.E.L.D., a covert organization that went through many changes in its long history. In it's current incarnation, S.H.I.E.L.D (Strategic Hazard Intervention Espionage Logistics Directorate) is a somewhat independent organization, answerable only to the UN's Security Council.

Nick Fury served as S.H.I.E.L.D.'s director until his supposed death at the hands of the Punisher. Fury eventually resurfaced but ended up going underground after the Metahuman Registration Act was enacted, and the Tony Stark (Iron Man) was instated as the new Director of S.H.I.E.L.D., igniting the superhuman Civil War.

Fury has since returned to a leadership role at S.H.I.E.L.D and is considered the top guy in the espionage game and generally considered the official authority most metahuman-affairs must answer to. **(Str9)**

PERSONALITY

Nick is the classic cigar-chompin' howling commando, confident, proud, honorable, wise, independent, tough, efficient, take charge-type who never forgets. Despite his rough edged charm, he has a lazes-swift, canny, cunning mind, honed through nearly a century of experience in multiple wars.

POWERS AND ABILITIES

Nick Fury is the head guy in the spy game, and is the authority that guys like Captain America answer to, so he's got extremely high-level pull – the president answers this guys phone calls. Because of the Infinity Formula, Fury's aging has slowed to a crawl, and he retains the fitness of a trained athlete and solder. His extended lifespan has allowed him to develop his fighting skills to a high degree, as well as granting him a wealth of real-world experience that few can match. He has all the commando skills, including weapons, vehicles, demolitions, as well as experience in a wide-variety of high tech. Not the least of his abilities is his personality, being the quintessential natural leader.

REAL NAME: NICHOLAS JOSEPH FURY
OCCUPATION: DIRECTOR OF S.H.I.E.L.D.
BASE: NEW YORK CITY **AFFILIATION:** S.H.I.E.L.D.
HEIGHT: 6' 1" **WEIGHT:** 221 LBS.
EYES: BROWN **HAIR:** BROWN, WHITE TEMPLES

NICK FURY PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	4	4	4	10	4	4	1

POWERS

Infinity Formula: Immunity 1 (Aging) • *1 point*

EQUIPMENT

Needle Gun: Ranged Damage • *3 points*

ADVANTAGES

Assessment, Benefit 4 (Status – Director of S.H.I.E.L.D.), Connected 3, Contacts, Defensive Roll 3, Equipment 1, Evasion, Improved Critical (Needle Gun), Improved Disarm, Improved Initiative, Inspire, Interpose, Leadership, Takedown, Teamwork

SKILLS

Acrobatics 7 (+11), Athletics 5 (+9), Close Combat: Unarmed 4 (+14), Deception 8 (+12), Expertise: Espionage 8 (+12), Expertise: Military 8 (+10), Insight 8 (+12), Intimidation 7 (+8), Perception 8 (+12), Persuasion 8 (+12), Ranged Combat (Guns) 7 (+11), Stealth 6 (+10), Treatment 3 (+7), Vehicles 4 (+8)

OFFENSE

INITIATIVE +4

Needle Gun +11	Ranged, Damage 31
Unarmed +14	Close Damage 3

DEFENSE

DODGE	10	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	4/4*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	68	**SKILLS**	45
POWERS	1	**DEFENSES**	16
ADVANTAGES	21	**TOTAL**	152

COMPLICATIONS

Contacts: Nick Fury is THE spy and has contacts literally everywhere.
Enemies: HYDRA, AIM
Responsibility: Nick Fury literally takes on the wight of the world.

S.H.I.E.L.D. EQUIPMENT

As director of S.H.I.E.L.D. , Nick Fury has access to some of the most advanced technology available, everything from Stark Industries weaponry, Reed Richard's-designed spacecraft, to alien artifacts. Basically, assume that any sort of equipment Nick needs, S.H.I.E.L.D. can get it.
Nick personally doesn't tend to overload himself with weaponry, usually only carrying his side-arm 'Needle Gun.'

NIGHTWING

The son of John and Mary Grayson, young Richard "Dick" Grayson was the third part of his family's circus aerialist act, "the Flying Graysons." When gangsters working for mob boss, Tony Zucco, attempted to extort protection money from the owner of Haley's Circus, the gangsters chose to offer an example of what could happen without their protection, and sabotaged the trapeze wires with acid. Dick's parents fell to their deaths during their act. When Batman investigated the murder, he felt sympathy for the boy's plight and agreed to take on Grayson as his aide and partner.

Adopting the masked identity of Robin, the Boy Wonder, Dick Grayson worked and trained alongside Batman for years, maintaining a secret identity as Bruce Wayne's ward. Robin also worked in various capacities with a team of young heroes and sidekicks, the Teen Titans, usually as the team's leader. This experience increased his confidence and ability to both lead and work within a team.

As he grew older, Dick became increasingly restive and resentful of Batman's treatment of him as a "junior" partner, given his experience and abilities. This eventually led to an end to their partnership. Dick adopted the costumed identity of **Nightwing** and continued to work with the Teen Titans out of New York City.

Following a break up of the Titans, Nightwing moved to the city of Blüdhaven, situated upriver from Gotham City and reputed (if possible) to be even more riddled with crime. Because he wanted to work within the system as well as outside it, Grayson chose to become a police officer and join the Blüdhaven Police Department in his secret identity. His primary foe during this time was the super-criminal Blockbuster, an influential crime-boss in Blüdhaven who operated from the center of a wide web of influence.

Having grown up in the super hero community, Dick Grayson knows virtually everyone. He worked with (and led) the Teen Titans for some time, and has since worked with many members of the Justice League. Nightwing's closest allies are from his time in Gotham City, including Oracle (Barbara Gordon), and he can rely on his former mentor Batman and the boy who replaced him as Robin. **(Str10)**

PERSONALITY

Batman's work to prevent young Dick Grayson from being consumed by vengeance was a success: Nightwing is surprisingly light-hearted and well-adjusted. Though he has his bouts of intensity and stubborn determination, Nightwing retains the sense of humor he exercised when he was Robin. He's a natural leader with a good understanding of what motivates people.

POWERS AND ABILITIES

Nightwing is an extraordinarily skilled crime fighter, trained since childhood as a detective and martial artist (unarmed styles as well as escrima stick-fighting). He is one of the greatest living acrobats, even more skilled than his mentor, Batman, and a natural leader, able to inspire and organize a team. He uses a wide range of equipment, and is somewhat less reliant on gadgets than Batman. His primary weapons are a set of throwing disks and a pair of escrima sticks, but he often prefers to fight unarmed. Nightwing gets around by moving across rooftops (aided by a swing cable) or on a customized motorcycle.

REAL NAME: RICHARD 'DICK' GRAYSON
OCCUPATION: POLICE OFFICER, CRIME-FIGHTER
BASE: BLÜDHAVEN **AFFILIATION:** TEEN TITANS, BATMAN
HEIGHT: 5' 10" **WEIGHT:** 175 LBS.
EYES: BLUE **HAIR:** BLACK

NIGHTWING PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	6	4	10	3	4	4

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapple Gun: Movement 1 (Swinging) • *2 points*
Mini-Tracers: feature 1 (Tracking) • *1 point*
Rebreather: Immunity 2 (Suffocation), Limited • *1 point*

WEAPONS: ARRAY • 12 POINTS

Taser: Ranged Affliction 4 (Resisted by Fortitude Dazed, Stunned, Incapacitated) • *8 points*
Escrima Sticks: Strength-based Damage 3 • *1 point*
Throwing Discs: Strength-based Ranged Damage 2 • *1 point*

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, STR 1, SPD 6, DEF 0, TOU, Navigation System

ADVANTAGES

Agile Feint, Close Attack 4, Connected, Contacts, Defensive Attack, Defensive Roll 4, Equipment 5, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Jack-of-all-trades, Languages 4, Move-by-Action, Power Attack, Precise Attack (Ranged, Concealment), Quick Draw, Ranged Attack 5, Redirect, Seize Initiative, Set-up, Skill Mastery (Acrobatics), Skill Mastery (Investigation), Takedown, Tracing, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+18), Athletics 10 (+13), Close Combat: Unarmed 1 (+15), Deception 8 (+12), Expertise: Criminology 10 (+13), Expertise: Streetwise 10 (+13), Insight 10 (+14), Intimidation 8 (+12), Investigation 12 (+15), Perception 10 (+14), Stealth 10 (+16), Sleight of Hand 8 (+12), Technology 8 (+11), Treatment 6 (+9), Vehicles 8 (+12)

OFFENSE

INITIATIVE +11

Escrima Sticks +14	Close Damage 6
Throwing Disks +14	Ranged, Damage 5
Unarmed +15	Close Damage 3

DEFENSE

DODGE	14	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	6/3*
WILL	12	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	74	**SKILLS**	71
POWERS	2	**DEFENSES**	23
ADVANTAGES	45	**TOTAL**	213

COMPLICATIONS

Enemy: Blockbuster, crimelord of Bludhaven

Relationships: Nightwing has various past romantic relationships, but difficulty in maintaining a present one, although Starfire is one of his primary on again, off again past flames.

Rivalry: Nightwing lives in Batman's shadow, having a need to prove himself as capable as his mentor

Secret Identity: As Richard Grayson, officer of the Blüdhaven Police Department.

Shadow of the Bat: Nightwing still lives in the shadow of his mentor, the Batman, and is determined to prove himself a hero in his own right.

GADGETS GALOR

Nightwing, like Batman and Robin, makes use of various equipment and crime fighting gadgets. Although Dick Grayson doesn't rely on equipment as much, he still has access to a lot of it. The list provide her is just an example of Nightwing's typical and often-used gear.

The Game Master may wish to allow for the reallocation of Nightwing's 25 points worth of equipment from his Equipment advantage in-between adventures or even parts of an adventure, depending on the character's access to equipment caches and similar resources. For example, in the past, Nightwing as substituted glider wings (Flight with the Gliding modifier) for his grapple gun, and swapped out different weapons in his Weapons Array. See **Batman** and **Robin** for some examples of other equipment he might use. Similarly, he has used a "Nightbird" car rather than a motorcycle on occasion.

At the least, Nightwing (and similar equipment-carrying heroes) can spend hero points to have and use alternate items of equipment as power stunts

ROBIN PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	1	6	4	8	3	4	4

EQUIPMENT

Binoculars: Extended Vision 1 • *1 point*
Bo Staff: Strength-based Damage 2 • *2 points*
Costume: Protection 1 • *1 point*
Grapple Gun: Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 • *1 point*

UTILITY BELT: ARRAY • 12 POINTS

- **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and immobilized) • *12 points*
- **Batarangs:** Strength-based Ranged Damage 1 • *1 point*
- **Flash Bombs:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware) • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Attack 4 • *1 point*
- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled, Incapacitated) • *1 point*

VEHICLE: MOTORCYCLE • *10 POINTS*
Medium, Str 1, Spd 6, Def 0, Tou 8, Navigation System

ADVANTAGES

Beginner's Luck, Close Attack 4, Defensive Attack, Defensive Roll 3, Equipment 7, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Languages 4, Move-by Action, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Redirect, Set-up, Takedown, Teamwork, Tracking, Uncanny Dodge

SKILLS

Acrobatics 8 (+14), Athletics 8 (+10), Close Combat: Unarmed 1 (+13), Deception 8 (+11), Expertise: Criminology 8 (+11), Expertise: Streetwise 6 (+10), Insight 8 (+12), Intimidation 6 (+10), Investigation 10 (+13), Perception 8 (+12), Persuasion 6 (+10), Ranged Combat: Throwing 7 (+13), Stealth 8 (+14), Sleight of Hand 6 (+10), Technology 6 (+9), Treatment 4 (+7), Vehicles 8 (+14)

OFFENSE

INITIATIVE +9

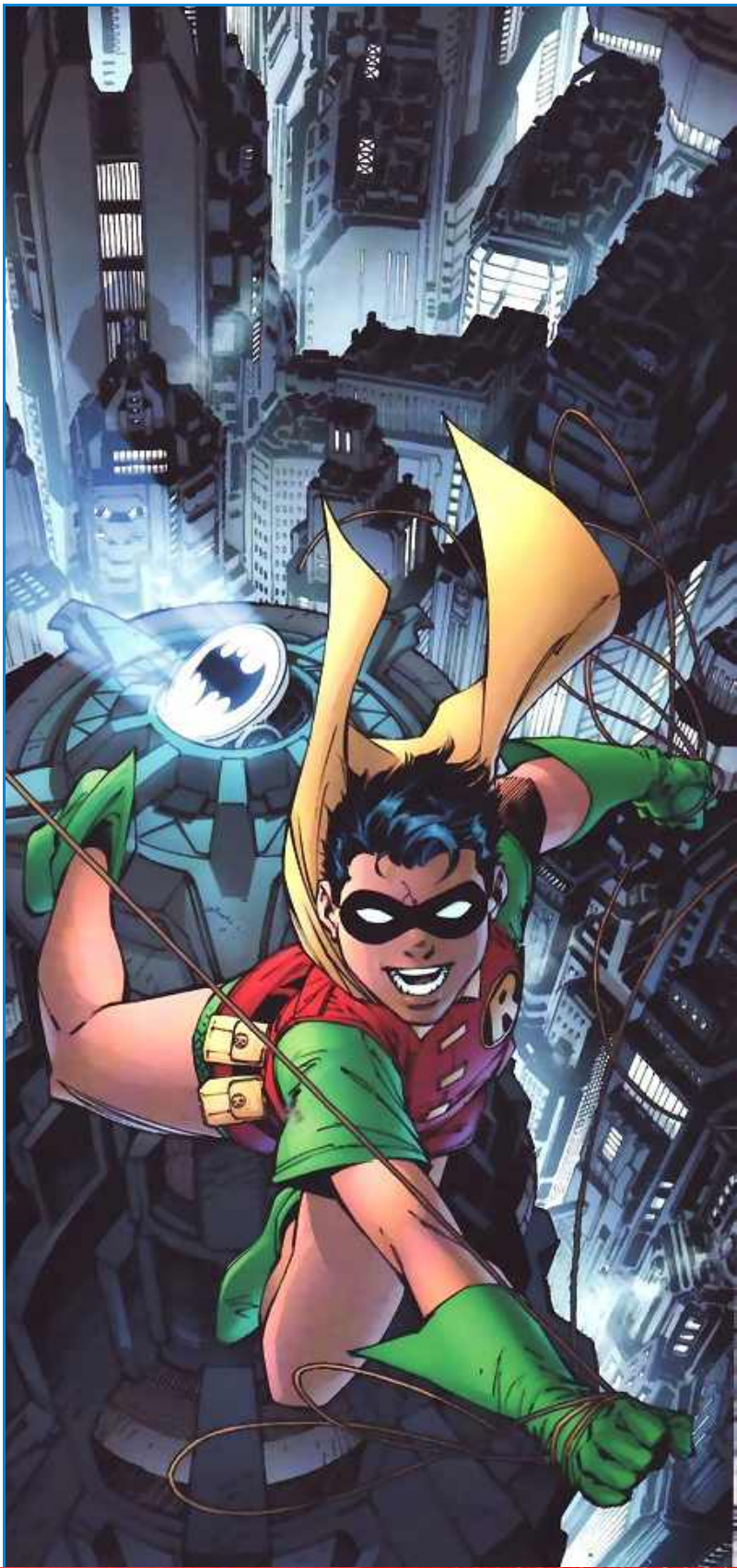
Bo Staff +12	Close Damage 4
Batarang +13	Ranged, Damage 3
Unarmed +13	Close, Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	5/2*
WILL	12	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	64	**SKILLS**	58
POWERS	0	**DEFENSES**	20
ADVANTAGES	35	**TOTAL**	177



OTHER ROBINS

There have been several Robins over the course of Batman's career. The game traits listed for Robin can serve for most of the others who have carried the name and worn the uniform, although Dick Grayson is a better acrobat, Jason Todd a better thief, and Damian Wayne a better martial artist (but less capable investigator).

DAMIAN WAYNE

The son of Bruce Wayne and Talia (Rā's al Ghül's daughter), Damian was genetically designed, grown in an artificial womb and raised by the League of Assassins. Talia eventually revealed his existence to Batman and left Damian in his father's care as a distraction. Spoiled and vicious, Damian proved quite a handful, though he sincerely wished to earn his father's approval.

JASON TODD

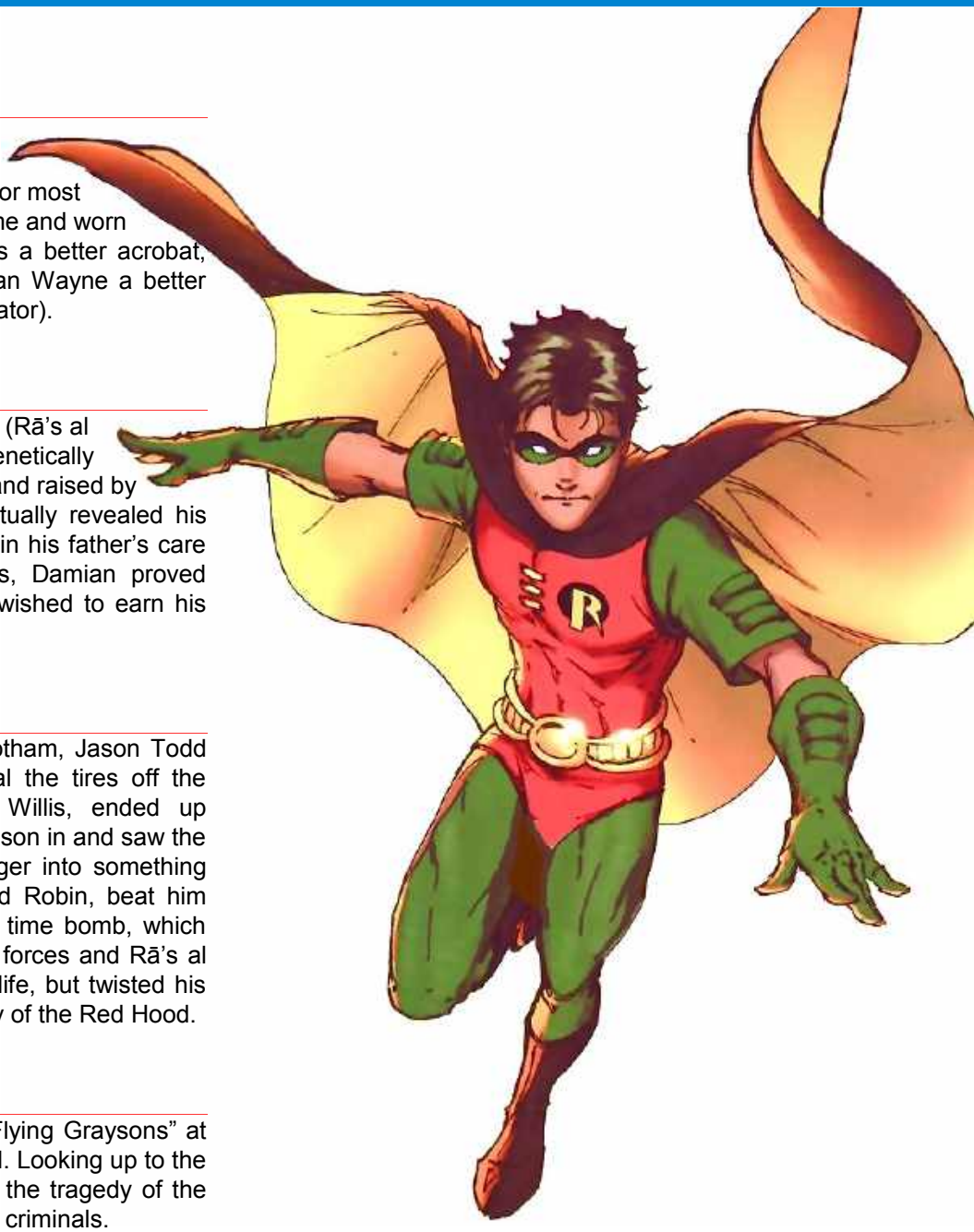
A Street kid from the East End of Gotham, Jason Todd first met Batman while trying to steal the tires off the Batmobile. When Jason's father, Willis, ended up working for Two-Face, Batman took Jason in and saw the potential for channeling the boy's anger into something productive. The Joker later kidnapped Robin, beat him severely, and left him trapped with a time bomb, which killed him. The intervention of cosmic forces and Rā's al Ghül's Lazarus Pit restored Jason to life, but twisted his sanity, leading him to adopt the identity of the Red Hood.

TIM DRAKE

Tim Drake and his parents met "the Flying Graysons" at the Haley Circus when Tim was a child. Looking up to the older Dick Grayson, Tim never forgot the tragedy of the death of Dick's parents at the hands of criminals.

Years later, Tim deduced that Robin, the Boy Wonder, was actually Dick Grayson, after seeing him on television per-forming an acrobatic maneuver Grayson performed at the circus. He reasoned that Batman must then be Gray-son's guardian, Bruce Wayne. The realization about his heroes inspired Tim to study hard in school and under-take training in disciplines like martial arts, acrobatics, and criminology.

After the apparent death of Jason Todd, the second Robin, Tim sought out Dick Grayson and revealed his knowledge of his secret identity to try and convince him to become Robin again. He argued that Batman needsa partner to help rein in his darker tendencies. Grayson agreed to help, but refused to take on the mantle of Robin again. Using Robin's uniform, Tim saved Batman and Nightwing from Two-Face. Although initially reluctant, Batman eventually agreed to take Tim on and train him as his new partner.



NOTE: Other individuals have taken the mantel of 'Robin', albeit for brief periods, or in alternate future timelines. Stephanie Brown has alternatively taken the identity of both Batgirl and a female version of Robin. In the Dark Knight Returns reality, a young girl named Carrie Kelley took the mantel. Conversely, different Robins have occasionally taken the mantel of the Batman, himself.

NOVA

Once an underachieving teenager on Earth, Richard Rider was chosen by the dying alien, Rhomann Dey, a member of the interstellar Nova Centurions, as an emergency replacement to destroy the alien warlord, Zorr. Granted a small fraction of the 'Nova Force' with powered the **Nova Corps**, Rider begin fighting crime on Earth until forming the super-powered group, the Champions, to defend the planet Xandar during the Skrull-Xandar War. When the Skrulls were finally defeated, Rider stepped down from active Nova service so he could return to Earth. After the near-total destruction of Xandar by Nebula, Rider regained his Nova powers and resumed his career as an Earthly superhero, eventually helping to rebuild Xandar and the Nova Corps. Stripped of his Nova rank and powers again for disobeying his superiors, Rider ultimately regained his Nova role while helping to save Earth from the Dire Wraith queen Valx. More recently, Rider was the sole survivor when the Annihilation Wave wiped out the Nova Corps. Now serving as host body to both the Xandarian Worldmind and the totality of the Nova Force, Rider had now become one of the most powerful heroes in space, assuming a role of galactic leadership, rebuilding the Nova Corps, and forming the Guardians of the Galaxy, with the veteran hero Peter Quill, once known as Star Lord, to address maters of cosmic importance. **(Str95)**

PERSONALITY

Richard Rider is young and brash, but his battles against such awesome threats as the Annihilation Wave and the Cancerverse, have hardened him into a cool-headed, experienced war-veteran. He is dealing with his new role of cosmic leadership as best he can.

POWERS AND ABILITIES

Richard Rider is currently the host body to both the Xandarian Worldmind (giving him access to the sum total of Xandarian knowledge and culture) and the Nova Force, the energy which empowered the Nova Corps, tremendously augmenting his strength and durability, and enabling him to generate near-limitless amounts of energy for space flight, force blasts, gravimetric pulses, and space warps.

As a Nova Centurion, Rider originally wielded only a tiny fraction of the Nova Force, but after the destruction of the Corps, he now wields the Force in its entirety. The vast mental and physical strain of his new powers, is managed in part thanks to the guidance of the Worldmind, as well as Rider's specially modified Nova uniform that helps regulate his vast energies. The suit also provides an uplink to the Worldmind as well as protection in space.

REAL NAME: RICHARD RIDER
OCCUPATION: NOVA PRIME, INTERGALACTIC SOLDIER
BASE: NU-XANDAR, FORMERLY THE PLANET XANDAR
AFFILIATION: NOVA CORP, GUARDIANS OF THE GALAXY
HEIGHT: 6' 1" **WEIGHT:** 190 LBS
EYES: BROWN **HAIR:** BROWN

NOVA PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
17	14	3	2	8	0	0	0

POWERS

Nova Armor: Removable *(-21 points)*

- **Armor:** Protection 1, Impervious Toughness 13 • *25 points*
- **Flight:** Flight 8 (500 MPH) • *16 points*
- **Comm System:** Radio Communication 2 • *8 points*
- **Life Support System:** Immunity 10 • *10 points*

Nova Force: Array *(38 points)*

- **Energy Blast:** Ranged Damage 18 • *36 points*
- **Flight** 14 (32,000) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) • *1 point*
- **Gravimetric Pulse:** Area Damage 18 • *1 point*
- **Stargates:** Movement 3 (Dimension Travel), Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible • *1 point*

Worldmind: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Advantages 6 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades) • *27 points*

ADVANTAGES

Benefit 2 (Nova Prime), Contacts, Fearless, Leadership, Power Attack, Ranged Attack 4

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 20 (+20), Perception 6 (+9), Ranged Combat: Throwing 10 (+10)

OFFENSE

INITIATIVE +3

Nova Force +10	Ranged Damage +18
Unarmed +10	Close Damage 17

DEFENSE

DODGE	10	**FORTITUDE**	14
PARRY	10	**TOUGHNESS**	15
WILL	6		

POWER POINTS

ABILITIES	88	**SKILLS**	28
POWERS	90	**DEFENSES**	15
ADVANTAGES	7	**TOTAL**	228

COMPLICATIONS

Enemy: Nova has personal animosity with Annihilus.
Relationships: Richard Rider is partners with Peter Quill (Star-Lord), and has romantic associations with both Namorita and the warrior woman, Gamora. He has a younger brother, Robbie, who has become active in the new Nova Corp. He has many contacts in the space-faring community, including Gladiator of the Sh'iar, the Silver Surfer, Beta Ray Bill, Ronan, and Rocket Raccoon.
Reputation: Since the Annihilation crisis, Nova has gained an interstellar reputation as a soldier and leader.
Responsibility: As prime host of the Nova Force and its last surviving member, Richard feels a personal responsibility to carry on their ideals, defend the galaxy, and rebuild the Nova Corps.

THE NOVA FORCE

The Nova Force is a nearly limitless energy source based on the fundamental force of gravity distributed by the Xandarian Worldmind to members of the Nova Corps. The Nova Force once powered the entire Nova Corps throughout the galaxy, and now having been focused into one single host in the person of Richard Rider, it is possible for him to raise his abilities above the listed stats – potentially significantly higher – even into the X-ranks for single feats – although the increase puts an increased strain on his psyche, and Rider is reluctant to attempt such high-level feats for fear of the potential destruction should he lose control of the Nova Force – which he has at least once in the past..

Richard Rider is currently recruiting new members for a new Nova Corp. As Nova Prime, Rider may gift the Nova Force to others and as he gradually rebuilds the Nova Corps, his personal powers are reduced – although he may pull the totality of the Nova Force back into himself for emergencies.

As a **Nova Centurion**, Richard Rider's Nova abilities were: **Str** 8 **Sta** 10 **Agi** 3 **Dex** 2 **Fgt** 6 **Int** 0 **Awe** 0 **Pre** 0; Initiative +3, Nova Force +8 (Damage 13), Unarmed +8 (Close, Damage 8); Dodge 6, Parry 6, Fortitude 10, Toughness 9, Will 6; PL11. As Richard Rider, his human stats are: **STR** 3, **STA** 3, **FGT** 6, **INT** 0, **AWE** 0, and **PRE** 0 with corresponding adjustments to his skill ranks and defenses

ODIN

Millennia ago, **Odin,** the grandson of the first Asgardian, and his brothers Vili and Ve, explored the nine worlds until reaching Muspleheim – here they encountered Surtur, the fire demon, and learned that he intended to destroy Asgard. Vili and Ve sacrificed themselves to stop him, allowing Odin to return to rule Asgard.

Odin married fellow Asgardian. Frigga, deciding that his heir should combine the powers of both Asgard and Earth, he mated with the Earth Goddess, Gaea, to produce Thor, the God of Thunder. Odin also adopted the orphaned Loki after his parents were slain in battle.

In modern times, Odin forged the Destroyer in an effort to protect humanity from the judgment of the Celestials, drawing the spirits of all Asgardians into the Destroyer armor to battle the Celestial Host. Despite the Destroyer's awesome power, it was roundly defeated (although the Celestials eventually ruled in Earth's favor due to the offering of Earth Goddess, Gaea).

Although getting on in years, Odin remains watchful of the prophesied Ragnarok – the destruction of both Asgard and Midgard. **(Str50)**

PERSONALITY

Odin's primary concern is the safety of Asgardians, but since he recognizes the ties between humans and Asgardians, he will protect the Earth if major disaster is imminent. To Asgardians, he is a stern but loving father. He shares a mutual hatred with Surtur

POWERS AND ABILITIES

As ruler of Asgard, Odin is the wielder of the Odin Force, which grants him sorcererous powers, making him likely the most powerful of the active Skyfathers, and granting him the ability do nearly anything he wishes. Some of the more common uses of his power are the casting of illusions – such as his own image – across inter-stellar or inter-dimensional distances. Odin can also endow objects with great powers, such as when he created Thor's Hammer, Mjolnir, and the enchanted suit of armor called the Destroyer, designed as a weapon to repel the might Celestials.

Odin also has the ability to absorb all Asgardian life forces into himself and join their Abilities' ranks with his, such as when he drew all the souls of Asgard into the Destroyer armor while battling the Celestial Host.

The Odin Force is keyed to Asgard, and if Asgard is destroyed, or if Odin is cut off from it somehow – separated by dimensions, for example - his sorcery powers drop dramatically. Use of the Odin Force is also fatiguing, and use at its highest levels will force Odin to periodically go into his 'Odin-Sleep' to recharge his resources.

X-Level: The stat-box is for Odin as a playable **PL20** entity. As an X-level character, he ranks as a **PLX2** entity - all Powers and Abilities are assumed to be 20 with a 20-point bonus for each additional X-rank (**20x2=40**) on all rolls.

REAL NAME: ODIN	
OCCUPATION: RULER OF ASGARD	
BASE: ASGARD	AFFILIATION: SKYFATHERS
HEIGHT: 6 ' 9" (VARIES)	WEIGHT: 650 LBS. (VARIES)
EYES: BLUE	HAIR: WHITE

ODIN — PLX2/PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
13	18	2	3	12	8	20	20

POWERS

All-Father: Senses 30 (Awareness 3: Cosmic, Divine, Magical; All Extended 5), Precognition (Limited to important events) • *28 points*
Dimensional Travel: Movement 3 (Dimension Travel), Increased Mass 5 • *11 points*
Immortal: Immunity 30 (Fortitude), Protection 2 • *32 points*
Odin Force: Sorcery 25 (Variable Power, Any Powers with the Magical Descriptor), Physical Boost: Enhanced Stamina 7, Enhanced Strength 10, Limited (draining, temporary; duration of scene), Transform 25 • *317 points*

EQUIPMENT

Body Armor: Impervious Toughness 20 • *20 points*
Scepter 'Thrudstock': Indestructible, Removable (-2 points) Strength-based Damage 2 • *2 points*
Spear, "Gungnir": Indestructible, Removable (-2 points), Strength-based Ranged Damage 2 • *2 points*

ADVANTAGES

All-Out Attack, Benefit 12 (Ruler of Asgard), Die Hard, Equipment 12, Extraordinary Effort, Fearless, Great Endurance, Leadership, Power Attack, Range Attack 3, Well-Informed

SKILLS

Expertise: Asgardian Lore 8 (+16), Expertise: Magic 6 (+26), Intimidation 5 (+25), Perception 10 (+30), Ranged Combat: Gungnir 5 (+10), Ranged Combat: Odin Force 10 (+15)

OFFENSE

INITIATIVE +2

Gungnir +10	Ranged Damage 15-27
Odin Force +15	Ranged Damage 25
Thrudstock +12	Close Damage 15-27
Unarmed +12	Close Damage 13-23

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	14	**TOUGHNESS**	18*/25
WILL	20	*Without Odin Force	

POWER POINTS

ABILITIES	192	**SKILLS**	22
POWERS	388	**DEFENSES**	12
ADVANTAGES	33	**TOTAL**	647

COMPLICATIONS

Enemy: Surtur, Ymir.
Relationships: Odin is All-Father to his entire race, but his primary relationships are with his wife, Frigga, and his sons, Thor and Loki. As possibly the most powerful active god on Marvel Earth, Odin also holds a leadership position among the 'Skyfathers' of other godly pantheons.
Responsibility: Odin is the Ruler of Asgard and considers its protection – along with Midgard (Earth) and the Nine Worlds - his personal responsibility.
Temper: While slow to anger, Odin's temper can have legendary consequences.

COUNCIL OF SKYFATHERS

As the planet Earth is pivotal along the dimensional axis, it has spawned several pantheons of gods in its parallel divine dimensions – races of gods, demons, and monsters, all drawing strength from the worship of humanity, as well as the mystical power of the planet itself. Each of these races of gods exist in their own dimensions, parallel with, and sometimes crossing over to, Earth, and each godly realm mirrors the mainstream universe in their own ways – from stories of Creation to Armageddon – as well as caretakers of their realms – much as the primal powers of the universe such as Order and Chaos, Death and Eternity, dictate reality, so do the forces of magic hold sway over the realms eternal. And as the mainstream universe has caretakers such as Galactus and the Celestials, so do the godly realms are guarded by the Skyfathers – the godly kings of their pantheons – deities such as the American Indian spirit, Manitou, Svarog of Russia, the Celtic god Nuada, Osiris of Egypt, the Mayan god, Itzamna, Tezcatilpoca, the Aztec deity, and of course, Odin of Asgard and Zeus of Olympus. These god-kings formed a kind of divine United Nations, which eventually developed into a true alliance, when all the Earthly pantheons aligned against the judgment of Earth by the Celestials.
This council also keeps contacts with the godly pantheons and the Skyfathers of other worlds, although few planets command the number of godly races as Earth. There have even been cases where the sum total of all these godly pantheons energy have been united – or corrupted as was the case when the Chaos King, Mikaboshi nearly destroyed all of reality.
As the most powerful of Earth's Skyfathers – and probably the most powerful of all the non-Earthly pantheons as well – Odin tends to act as the defacto leader of the Council, although Zeus of Olympus commands authority as well

ASGARDIAN GODS

Is it more tolerable to face an eternity of struggle, with no prospect of rest, or to live with the knowledge that death will come in a few short years?

Whichever one likes, it is certainly preferable to the certain doom awaiting **Asgardian gods**. They have lived for millennia in expectation of Ragnarok, the last cataclysmic battle which will destroy their world. Their world is a cold, bitter, hard place, and one which will ultimately end in despair and defeat.

The Asgardian gods choose to meet this gloomy fate with courage and zeal. Even in the face of certain defeat, they consider battle the one noble pursuit. They have made their society one of warriors. They derive their greatest pleasures from drinking and eating, friendship, avenging wrongs, fighting bravely for no other purpose, and outwitting strangers.

Along with five other races, the Asgardians inhabit a dimension system consisting of the Nine Worlds (see the illustration inside the front cover). The Asgardian gods inhabit the region known as Asgard.

BALDAR

The gods of Asgard have long regarded **Balder** as, next to Thor, their noblest member and greatest warrior. He has earned this reputation over the ages through his many compassionate deeds and courageous undertakings. Fortunately, there is no jealousy between Asgard's greatest warriors, for Thor and Balder are great friends.

Early in Balder's life, Odin commanded his wife Frigga to make Balder invulnerable to harm, for it had been prophesied that Balder's death would help trigger Ragnarok. Frigga accordingly cast spells protecting Balder from harm by any animate or inanimate thing. The sole exception was mistletoe, the omission of which seems to be a necessary side effect to the spell.

Loki, 'the god of mischief, learned of this weakness and, seeking to bring about Ragnarok, tricked the blind god Hoder into shooting Balder with a mistletoe-tipped arrow. Although the arrow fatally wounded Balder,

Odin prevented his death by placing him in suspended animation. While in this state, Balder's spirit journeyed to Hel, one of the Asgardian realms of the dead. There, Balder witnessed the horrors endured by the spirits of many he had slain in battle. After Odin finally restored Balder fully and recalled the young god's soul from Hel, Balder's hair turned white as a result of what he had witnessed.

A short while later, the Nornheim Queen and sorceress Karnilla, who had long been in love with Balder, trapped him into a vow of marriage. In order to save Balder from this undesired marriage, his beloved Nanna sacrificed her life. **(Str50)**

BALDAR	PL13 208 POINTS
Abi: Str 13 **Sta** 10 **Agi** 4 **Dex** 4 **Fgt** 11 **Int** 1 **Awe** 2 **Pre** 10	
Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 30 (Limited to Asgard, Limited to non-mistletoe), Enhanced Strength 3, Limited to Lifting (Lifting Str16; 1600 tons)	
Equipment: Sword: Strength-based Damage 3	
Advantages: Benefit 1 (Asgardian god), Die Hard, Equipment 1, Fearless, Great Endurance, Improved Initiative 3, Leadership, Seize Initiative	
Skills: Athletics 5 (+18), Close Combat: Sword 1 (+12), Expertise: Asgardian Lore 14 (+26), Expertise: Military 10 (+22), Perception 12 (+24)	
Offense: Initiative +7, Sword +12, Close Damage 14, Unarmed +11, Close Damage 13	
Defense: Dodge 12, Parry 12, Fortitude 14, Will 12, Toughness 10	
Totals: Abilities 110 + Powers 44 + Advantages 10 + Skills 21 + Defenses 23 = 208	

ENCHANTRESS PL13 191 POINTS

Abilities: Str 11 **Sta 7 Agi** 4 **Dex** 4 **Fgt** 4 **Int** 2 **Awe** 6 **Pre** 9

Powers: Eldritch Kiss: Affliction 16 (Resisted by Will; Entranced, Stunned, Controlled), Progressive, Limited to males, Grab-based; **Immortal:** Immunity 11 (Aging, Life Support), Protection 2; **Magic:** 26–point Array, **AE: Magic Blast:** Ranged Damage 13, **AE: Magic Detection:** Enhanced Perception 2 Linked to Senses 10 (Detect Magic, Accurate, Acute, Analytical, Extended 3, Radius, Ranged), **AE: Paralysis:** Affliction 12 (Resisted by Will; Hindered, Immobile, Paralyzed), Progressive, **AE: Teleportation:** Teleport 12, Change Direction, **AE: Thought-Casting**: Mental Communication 3, Limited to Sending, **AE: Mystic Shield:** Protection 7, Impervious, Sustained

Advantages: Artificer, Attractive, Connected, Daze (Deception), Fascinate (Deception), Ritualist

Skills: Deception 10 (+14), Expertise: Magic 16 (+18), Insight 6 (+12), Intimidation 4 (+8), Perception 4 (+10), Persuasion 14 (+18), Ranged Combat: Magic 6 (+10), Treatment 7 (+9)

Offense: Initiative +7, Eldritch Kiss, Close, Affliction 16, Magic +10, Ranged, Damage 16 plus others, Unarmed +4, Close Damage 11

Defense: Dodge 4, Parry 4, Fortitude 11, Will 12, Toughness 14/7**Without Mystic Shield

Totals: Abilities 47 + Powers 95 + Advantages 6 + Skills 33 + Defenses 10 = 191

Complications: **Obsession:** The consummate 'bad-girl' Amora has thing for her primary enemy – Thor; **Phobia:** The Enchantress is terribly afraid of being physically injured

ENCHANTRESS

While still an adolescent, Amora ran away to the land of the Norns and apprenticed herself to Karnilla, a powerful sorceress in the Asgardian dimension. There, she studied all forms of Asgardian magic until Karnilla expelled her for being to undisciplined.

Amora started her self-serving manipulation of men at that time and Odin eventually banished her from Asgard for her crimes. Feeling she needed protection from the dangers of the Nine Worlds, she seduced the powerful Skurge the Executioner, and he became her valiant and tireless defender.

In recent centuries, Amora has come into conflict with Thor, the Avengers, and even Dr. Strange. In such situations, she usually extricates herself from the dangerous and leaves erstwhile allies to take the brunt of the heroes' righteous wrath.

When the fire giant, Surtur, attacked Asgard, Amora revealed a heroic side that no one had though existed, standing with the gods in the defense of the Nine Worlds. The Executioner tired of her manipulative ways shortly after this, joined Thor in battle against Hela, and was slain in the process. Amora's fear of danger grew to phobic proportions, until Thor took pity on her and became her guardian. The two grew close without the need of Amora's magical powers.

Then frost giants captured Amora amid the chaos of the psychic menace Onslaught. She eventually used her magic to escape and returned to Earth. Discovering Thor was missing, she sought the company of other Asgardians. Her spell transported her to the nearest of her kind, placing her among gods who had been turned into mortals by Odin's magic. Almost despite herself, Amora subsequently took part in the dangerous efforts of the gods to reclaim their status and defeat the machinations of Set.

The Enchantress is a scheming, hedonistic opportunist who puts her own safety, comfort, and happiness ahead of everything. She lives for the attention of males and will go out of her way to seduce a man who has struck her fancy. Despite being an extremely capable sorceress, she has a pathological fear of being in physical danger, so she will always have a powerful male nearby to protect her. **(Str42)**

HEIMDALL

Renowned for his heightened perceptions, **Heimdall** was appointed by Odin to be sentry of the Rainbow Bridge. For millennia, he remained at his post, venturing from it but once on a mission from Odin. Now that the bridge has been destroyed, Heimdall stands at Asgard's gates. **(Str50)**

HEIMDALL	PL14 188 POINTS
Abil: Str 13 **Sta** 13 **Agi** 2 **Dex 2 Fgt** 12 **Int** 1 **Awe** 2 **Pre** 1	
Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 3, **Senses**: 19 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing), Enhanced Strength 3, Limited to Lifting (Lifting Str16; 1600 tons)	
Equipment: Sword: Strength-based Damage 3	
Advantages: All-Out Attack, Assessment, Benefit 2 (Sentry of Asgard), Die Hard, Equipment 1, Extraordinary Effort, Fearless, Great Endurance, Improved Initiative, Power Attack	
Skills: Athletics 7 (+20), Expertise: Asgardian Lore 19 (+20), Intimidation 15 (+16), Perception 19 (+20)	
Offense: Initiative +3, Sword +12, Close Damage 16, Unarmed +12, Close Damage 13	
Defense: Dodge 10, Parry 14, Fortitude 15, Will 12, Toughness 13	
Totals: Abilities 92 + Powers 36 + Advantages 11 + Skills 30 + Defenses +22 = 188	

LOKI

Loki is the son of an Asgardian maiden and a frost giant king of Jotunheim, a neighboring realm to Asgard. Odin, the ruler of the Norse gods, adopted Loki and raised him as his own son, alongside Odin's true son, Thor. Loki grew up constantly jealous of Thor's accomplishments and dedicated himself to the one art Thor did not master: sorcery. Loki has grandly attempted many times to usurp the throne of Asgard for himself but has been defeated each time.

Since Thor became a hero on Earth, Loki's only goal has been to kill his brother. His various schemes have always failed but often have lasting effects – for example, the villain called the Absorbing Man still troubles Earth's heroes due to Loki's actions. One of Loki's schemes that backfired was when he manipulated Thor, Iron Man, along with the Wasp and Ant-Man, into attacking the Hulk – in instance that resulted in all four heroes joining together to found the first Avengers team – a grouping Loki regrets to this day.

Loki continues to be Thor's biggest foil. Whenever troubles arise in the golden realm of Asgard or in Thor's life, Loki is sure to be involved. **(Str49)**

LOKI — PL14 325 POINTS

Abil: Str 13 **Sta** 11 **Agi** 3 **Dex** 4 **Fgt** 8 **Int** 4 **Awe** 2 **Pre** 12

Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 2; **Mental Abilities:** *23–point Array,* **AE: Enhanced Senses:** Remote Sensing 23 (visual, auditory, mental), Defenceless, Subtle 1, Dimensional 3, **AE: Suggestion:** Perception Ranged Area Affliction (Limited to subtle suggestion) 6, **AE: Thought Casting**: Mental Communication 5, Dimensional; **Sorcery:** Energy Control 15 (Variable Power, Any Powers with the Magical Descriptor) (Limited: all effects only last if Loki concentrates on them)

Advantages: Artificer, Benefit 2 (God of Mischief), Connected, Daze (Deception), Die Hard, Fascinate (Deception), Ritualist

Skills: Deception 7 (+19), Expertise: Magic 10 (+14), Insight 8 (+10), Intimidation 8 (+20), Perception 4 (+14), Persuasion 8 (+20), Ranged Combat: Magic 8 (+11), Sleight of Hand 6 (+10)

Offense: Initiative +3, Magic +11, Ranged, Damage 15 plus others, Unarmed +8, Close Damage 13

Defense: Dodge 10, Parry 10, Fortitude 11, Will 16, Toughness 14/11**Without Mystic Shield

Totals: Abilities 114 + Powers 150 + Advantages 8 + Skills 30 + Defenses +23 = 325

Complications: Enemy: Thor; **God of Mischief:** Loki is the God of Mischief, so lies and schemes are part of his nature. He is particularly obsessed with the defeat of Thor.

SIF

Sif is a warrior goddess of Asgard and the sister of Heimdall, the guardian of the Rainbow Bridge. She was trained from an early age to be a Shield Maiden, which is why she is one of the most accomplished swords-women in the realm. As a child, she was a playmate to both Thor and Loki, though she preferred Thor's company to that of his adoptive half-brother's. Eventually, when they reached adolescence, Thor and Sif fell in love. Determined to ruin his hated brother's happiness, Loki cut off Sif's golden hair while she slept.

Thor immediately realized that Loki must have been responsible and demanded that he restore her hair. Loki sought o u t the dwarves Brokk and Eitri and asked them to create new hair for Sif. However, Loki was either unwilling or unable to pay the dwarves for their work, so they made Sif's hair grow back black as night. Thor found her even more beautiful with black hair, so Loki's plan failed.

Thor and Sif were parted for a short time while Sif began her training in earnest, and while Thor went to Earth to humility. Eventually, Odin arranged for them to meet again and they became lovers and companions.

Sif is a brave and honorable warrior, loyal to her people to the end. She is a mighty fighter, but at the same time she can be compassionate and merciful. Even during a time when she believed herself to be a mortal, she continued to display these noble qualities - adapting the identity of a brave and incorruptible police detective. She has long loved Thor, and greatly admires his nobility and courage. **(Str42)**

SIF — PL13 141 POINTS

Abil: Str 11 **Sta** 9 **Agi** 5 **Dex** 4 **Fgt** 10 Int 1 **Awe** 4 **Pre** 4

Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 2; **Super-Strength:** Enhanced Strength 3, Limited to Lifting (Lifting Str14; 400 tons)

Equipment: Body Armor: Protection 2; **Enchanted Sword: Dimensional Travel:** Movement 3 (Dimension Travel), Indestructible, Easily Removable, Strength-based Damage 3

Advantages: All-Out Attack, Attractive, Die Hard, Equipment 1, Extraordinary Effort, Fearless, Great Endurance, Improved Critical (Enchanted Sword), Power Attack, Seize Initiative

Skills: Athletics 1 (+12), Close Combat: Enchanted Sword 1 (+11), Expertise: Asgardian Lore 5 (+6), Intimidation 5 (+9), Perception 4 (+8), Ranged Combat: Spear 5 (+10)

Offense: Initiative +5, Enchanted Sword +11, Close Damage 14, Unarmed +11, Close Damage 11

Defense: Dodge 10, Parry 11, Fortitude 11, Will 8, Toughness 11/9* (*Without Armor)

Totals: Abilities 100 + Powers 12 + Advantages 10 + Skills 11 + Defenses +8 = 141

WARRIORS THREE

FANDRAL — PL13 146 POINTS

Abil: Str 11 **Sta** 10 **Agi** 4 **Dex** 4 **Fgt** 11 Int 1 **Awe** 2 **Pre** 3

Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 2, Enhanced Strength 3, Limited to Lifting (Lifting Str14; 400 tons)

Equipment: Sword: Strength-based Damage 3

Advantages: Attractive, Benefit 1 (Asgardian god), Die Hard, Equipment 1, Fearless, Great Endurance, Improved Initiative 3, Leadership, Seize Initiative

Skills: Acrobatics 5 (+9), Athletics 7 (+18), Close Combat: Sword 1 (+12), Expertise: Military Tactics 5 (+6), Perception 5 (+8)

Offense: Initiative +7, Sword +12, Close Damage 14, Unarmed +11, Close Damage 11

Defense: Dodge 12, Parry 13, Fortitude 13, Will 4, Toughness 10

Totals: Abilities 92 + Powers 16 + Advantages 11 + Skills 12 + Defenses 15 = 146

Fandral is called the Dashing for his handsome features and charming smile. His flashy fighting style is well-known around Asgard. Fandral is a fierce, brave warrior, who is fearlessly willing to lay down his life for Asgard, and absolutely faithful to his fellow Warriors Three**. (Str44)**

HOGUN — PL13 143 POINTS

Abil: Str 11 **Sta** 11 **Agi** 3 **Dex** 3 **Fgt** 12 Int 1 **Awe** 2 **Pre** 2

Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 2, Enhanced Strength 3, Limited to Lifting (Lifting Str14; 400 tons)

Equipment: Mace: Strength-based Damage 2

Advantages: Benefit 1 (Asgardian god), Die Hard, Equipment 1, Fearless, Great Endurance, Improved Initiative 3, Leadership, Seize Initiative

Skills: Athletics 7 (+18), Close Combat: Mace 3 (+15), Expertise: Military Tactics 6 (+7), Intimidation 7 (+9), Perception 5 (+7)

Offense: Initiative +7, Mace +12, Close Damage 13, Unarmed +12, Close Damage 11

Defense: Dodge 10, Parry 13, Fortitude 14, Will 5, Toughness 11

Totals: Abilities 90 + Powers 16 + Advantages 9 + Skills 9 + Defenses +14 = 147

Hogun is quiet and reserved, keeping his own council and speaking only when he must. His respect and friendship are difficult to earn, but once he has given them, he will go to great lengths to protect his friends. He is stoic and sour in the best of times – rarely seen to smile – and downright grim in crisis. **(Str45)**

VOLSTAG — PL13 146 POINTS

Abil: Str 12 **Sta** 12 **Agi** 2 **Dex** 2 **Fgt** 10 **Int** 1 **Awe** 2 **Pre** 2

Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 4, Enhanced Strength 3, Limited to Lifting (Lifting Str15; 800 tons)

Equipment: Sword: Strength-based Damage 3

Advantages: All-Out Attack, Benefit 1 (Asgardian god), Die Hard, Equipment 1, Fearless, Great Endurance, Leadership, Power Attack, Seize Initiative

Skills: Athletics 5 (+17), Close Combat: Sword 1 (+11), Expertise: Expertise: Military Tactics 4 (+6), Intimidation 4 (+6), Perception 4 (+5), Persuasion 4 (+1)

Offense: Initiative +7, Sword +11, Close Damage 14, Unarmed +10, Close Damage 12

Defense: Dodge 8, Parry 12, Fortitude 13, Will 7, Toughness 12

Totals: Abilities 86 + Powers 18 + Advantages 9 + Skills 11 + Defenses +15 = 146

ULTIMATE WEAPON OF THE GODS

Long ago, the space gods known as the Celestials conducted genetic experiments on Earth's humanity. The gods that looked after the Earth knew that with the Celestials eventual return, there would be a judgment that would decide the planet's fate. If humanity was deemed unworthy, Earth would be destroyed. The **Destroyer** was created, by the command of Odin, as a weapon to use against the nearly-omnipotent Celestials. Odin, Zeus, and all other leading Earth gods transferred a portion of their power into the construct, which gave it incredible strength and energy manipulating powers. Odin then had the Destroyer sealed within a temple, out of reach until the purpose it was designed for could be implemented.

For many years, the Destroyer remained lifeless until a vengeful Loki destroyed the plateau to reveal the temple inside, activating the Destroyer for a number of evil schemes. Thor finally gave the Destroyer to Galactus to act as his herald, but Loki eventually stole it back to use against Thor in another sinister plot by first using Balder and then Thor, himself, to animate the armor. However, while Thor's essence animated the Destroyer he was able to gain control of the Destroyer through tremendous will power. Odin has also projected himself into the armor and has taken control but without any struggle making him, Thor and Loki the only individuals that were able to suppress the Destroyer's consciousness.

Eventually, the Celestials returned to Earth, ready to pass judgment, and. Odin transferred all of the Asgardians (except Thor's) life essences into himself and then into the armor causing it to grow to a tremendous size. Wielding the Odinsword and attacked the Celestials. But despite its overwhelming power, the Destroyer could not do any significant damage to the all-powerful Celestials. . The Celestials melted the Destroyer into slag and Arishem, the leader of the Celestials on Earth, melted the Odinsword down to nothing. But the Celestials were then petitioned by Gaea, with twelve humans that possessed incredible powers as an offering to illustrate the potential of humanity. These 'Young Gods' were taken by the Celestials to be trained in the use of their powers, and the Earth was spared.

The life forces of the Asgardians were saved by Thor and the other Earth gods, but the slagged remains of the Destroyer were subsequently stolen and repaired it through mysticism, and the armor has been activated by various individuals over the years, all becoming dangerous and destructive.

Recently, Odin activated the armor to fend off the World Devourer, Galactus, although the battle was interrupted and the Destroyer was never tested against the Devourer. **(Str400).**

DESTROYER PLX3/PL24 204 POINTS

Abilities: Str 24 **Sta** - **Agi** 5 **Dex** 5 **Fgt** 12 **Int** - **Awe** 0 **Pre** -

Powers: Enchanted Armor: Immunity 30 (Fortitude), Protection 34, Impervious Toughness 40, **Energy Manipulation:** *29–point Array*, **AE: Disintegration Blast:** Weaken Toughness 27 (Extra: Ranged, Affects Objects, Concentration, Flaw: Activation - Standard action), **AE: Energy Blast:** Ranged Damage *25,* **AE: Molecular Conversion:** Ranged Affliction *27* (Resisted by Fortitude; Impaired, Disabled, Transformed), **AE: Transmutation Beam:** Ranged Transform *27* (anything into anything)

Advantages: All-Out Attack, Great Endurance, Power Attack, Ranged Attack 5

Skills: Close Combat: Unarmed 4 (+16), Intimidation 30 (+30) Ranged Combat: Disintegration Blast 6 (+16)

Offense: Initiative +0, Energy Blast +10 (Ranged Damage +25), Disintegration Blast +16 (Ranged Damage +27), Unarmed +16 (Close Damage 24)

Defense Dodge 12, Parry 14, Fortitude: Immune, Toughness 34, Will: Immune

Totals: Abilities 32 + Powers 139 + Advantages 4 + Skills 20 + Defenses + 9 = 204

ASGARDIAN MONSTERS

FAFNIR PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	20	1	1	11	2	8	14

POWERS

Growth: Growth 17, Strike 6 • *40 points*

Fire Breath: Ranged Damage 13 • *26 points*

Hypnotism: Mind Control 15 (limited to only action that round) • *45 points*

Illusion: Illusion 8 (sight and hearing) • *16 points*

Invulnerability: Immunity 10 (Life Support), Impervious Toughness 13 • *23 points*

Senses: Senses 4 (Low-Light Vision, Scent) • *4 points*

Tail: Strength-based Damage, Improved Grab, Improved Trip, Reach 4 • *7 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Improved Grab, Power Attack

SKILLS

Intimidation 6 (+20), Perception 1 (+10), Ranged Attack (Fire Breath) 9 (+10)

OFFENSE

INITIATIVE +1

Fire Breath +10	Ranged Damage 13
Unarmed +11	Close Damage 20

DEFENSE

DODGE	-2	**FORTITUDE**	20
PARRY	7	**TOUGHNESS**	20
WILL	11		

POWER POINTS

ABILITIES	86	**SKILLS**	8
POWERS	181	**DEFENSES**	12
ADVANTAGES	5	**TOTAL**	298

FAFNIR

An unknown number of centuries ago, **Fafnir** was the king of Nastrond, a land on the other-dimensional continent of Asgard. When his people defied Odin, lord of Asgard, it provoked Odin to the point that he lay waste to the entire land of Nastrond and Fafnir was sentenced to death. However Fafnir managed to escape death by using a mystical pool within Nastrond's Cave of the Ancients and transformed into a powerful dragon.

In recent years, an earthquake released the dragon, Fafnir, who subsequently battled the Warriors Three before coming to Earth, and engaging with Thor in a titanic battle thourgh New York's South Bronx. Using the enchanted spear of the viking, Eilif, the Thunder God drove it into Fafnir's body, slaying the dragon at last. **(Str150)**

MIDGARD SERPENT PL17

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
22	23	1	1	12	2	8	14

POWERS

Growth: Groundstrike (Burst Area Affliction 12, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 28 (Innate; Permanent), Strike 8 • *76 points*
Heat Vision: Ranged Damage 19 - *38 points*
Invulnerability: Immunity 10 (Life Support), Impervious Toughness 15 - *40 points*
Senses: Senses 4 (Low-Light Vision, Scent) • *4 points*
Serpent That Encircles the World: Extra Limbs 1 (Tail) Illation 19 (Affects Corporeal; the Midgard Serpent casts an illusion around his body so mortals cannot perceive it as it encircles the Earth • *76 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Fearless, Improved Grab, Power Attack

SKILLS

Intimidation 10 (+25), Perception 6 (+14), Ranged Attack (Heat Vision) 10 (+11)

OFFENSE

INITIATIVE +1

Heat Vision +12	Ranged Damage 19
Unarmed +12	Close Damage 22

DEFENSE

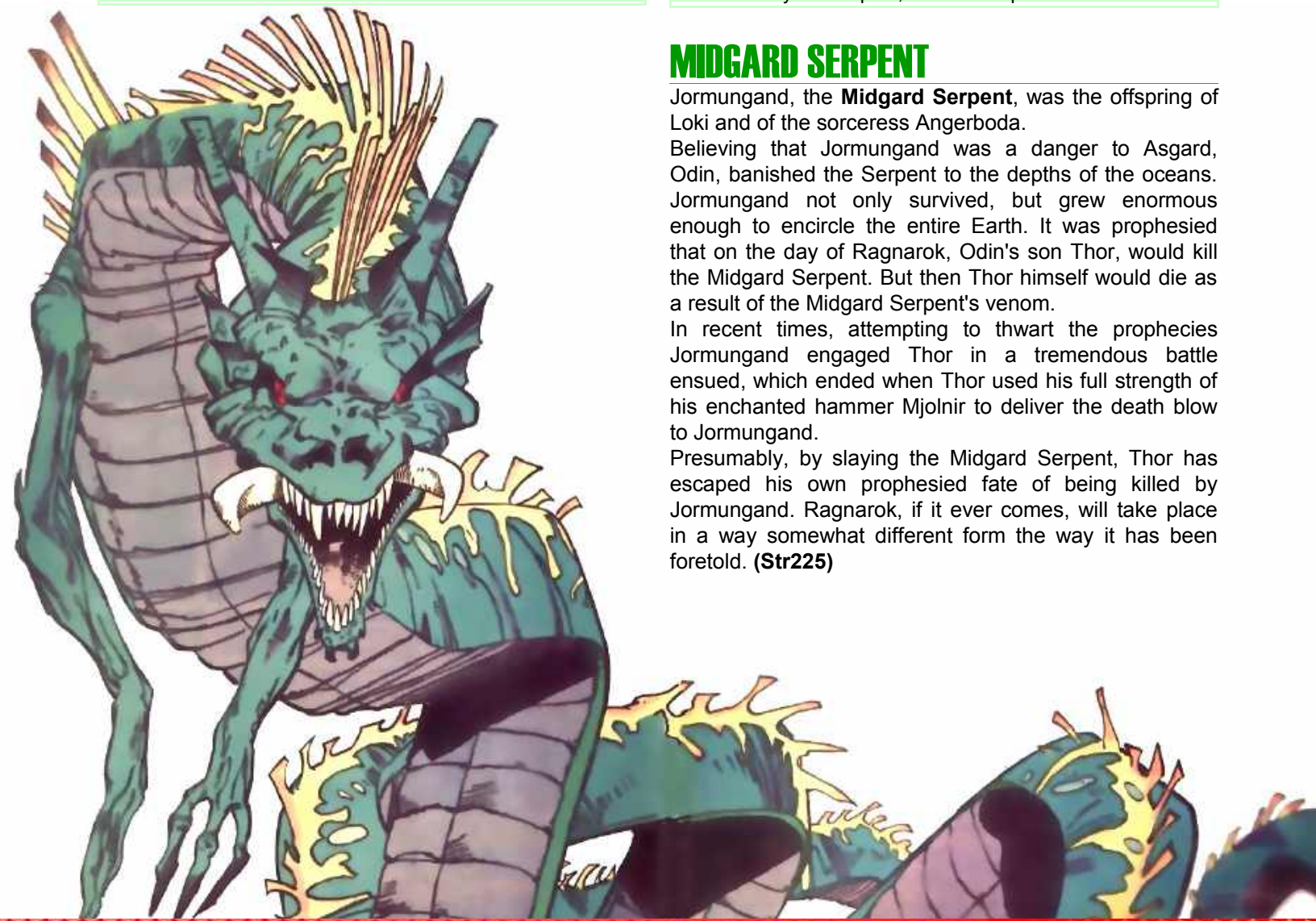
DODGE	-4	**FORTITUDE**	23
PARRY	-2	**TOUGHNESS**	23
WILL	11		

POWER POINTS

ABILITIES	54	**SKILLS**	13
POWERS	234	**DEFENSES**	16
ADVANTAGES	17	**TOTAL**	343

COMPLICATIONS

Enemies: Odin, Thor
End of the World Prophecy: The Serpent and Thor are prophesied to battle upon Ragnarok. According to legend, Thor will slay the Serpent, walk ten steps and die himself.



MIDGARD SERPENT

Jormungand, the **Midgard Serpent**, was the offspring of Loki and of the sorceress Angerboda.

Believing that Jormungand was a danger to Asgard, Odin, banished the Serpent to the depths of the oceans. Jormungand not only survived, but grew enormous enough to encircle the entire Earth. It was prophesied that on the day of Ragnarok, Odin's son Thor, would kill the Midgard Serpent. But then Thor himself would die as a result of the Midgard Serpent's venom.

In recent times, attempting to thwart the prophecies Jormungand engaged Thor in a tremendous battle ensued, which ended when Thor used his full strength of his enchanted hammer Mjolnir to deliver the death blow to Jormungand.

Presumably, by slaying the Midgard Serpent, Thor has escaped his own prophesied fate of being killed by Jormungand. Ragnarok, if it ever comes, will take place in a way somewhat different form the way it has been foretold. **(Str225)**

SURTUR

Surtur is an enormous fiery demon native to the dimension of Asgard. With evil intelligence and vast power, Surtur was one of the major elemental forces of evil that Asgardians feared. He was a mystical being whose existence predated that of Odin himself. Over 1,000 feet tall and wielding a huge fiery sword, he was once imprisoned by Odin at the Earth's core. Along with Ymir the Frost Giant and the Midgard Serpent, Surtur was the most powerful of Asgard's native enemies.

Surtur has been freed from imprisonment a few times over the years. The first time the Asgardian god of mischief, Loki set him free to wreak havok on Earth. The next time Surtur was set free by Marduk of the Sons of Satannish, a cult of human demon-worshippers. Surtur was banished to some unnamed netherworld at the end of that encounter, but appeared, yet again, in one of Asgard's greatest battles when Surtur hatched a plan to lure Asgard's armies to Earth leaving the city vulnerable to attack. He crossed Bifrost with his newly forged Twilight blade believing Asgard to be defenseless; but Odin, Thor and Loki were there to stand agianst him. The victory did not come easy though, as Odin and Surtur both fell into a dimensional rift.

Surtur apparently died along with the Asgardians during Ragnarok. It remains to be seen whether he will return now that Asgard has been resurrected. **(Str600)**

SURTUR — PLX2/PL24

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
26	26	1	1	12	4	15	20

POWERS

Fire Demon's Body: Growth 22, Immunity 30 (Fortitude), Impervious Toughness 25 • *99 points*

Fire Control: *Array (70 points)*

- **Fire Blast:** Ranged Damage 30 • *60 points*
- **Fire Elementals:** Summon 8 (120 points), Mental Link, Ranged, Broad Variable Type (Fire), Limited to animating fire • *1 point*

Dimensional Travel: Movement 2 (Dimension Travel), Increased Mass 5 • *9 points*

EQUIPMENT

Sword of Doom 'Twilight': Ranged Damage 39 (Fire Blast), Indestructible, Removable (-2 points) Strength-based Damage 4 • *2 points*

ADVANTAGES

All-Out Attack, Benefit (Ruler of Muspelheim), Die Hard, Equipment 16, Extraordinary Effort, Fearless, Great Endurance, Leadership, Power Attack

SKILLS

Close Combat: Twilight 2 (+14), Expertise: Muspelheim Lore 8 (+12), Intimidation 20 (+40), Perception 4 (+24), Ranged Combat: Twilight 8 (+9), Ranged Combat: Fire Blast 8 (+9)

OFFENSE

INITIATIVE +1

Fire Blast +9	Ranged Damage 30
Twilight +14	Close Damage 30
Twilight +9	Ranged Damage 39
Unarmed +12	Close Damage 26

DEFENSE

DODGE	-3	**FORTITUDE**	Immune
PARRY	2	**TOUGHNESS**	26
WILL	15		

POWER POINTS

ABILITIES	122	**SKILLS**	26
POWERS	174	**DEFENSES**	15
ADVANTAGES	24	**TOTAL**	361

COMPLICATIONS

Enemies: Thor, gods of Asgard

Nemesis: Odin **Obsession:** Surtur is obsessed with fulfilling his destiny to bring about Ragnarok, the destruction of both Asgard and Midgard (Earth).

Fire Demon: Str 14, **Sta** 14, **Agi** 4, **Dex** 4, **Fgt** 12, **Int** 0, **Awe** 0, **Pre** 1; Immunity 30 (Fort), Init 4, Dodge 8, Parry 8, Fort 14, Tou 14**X-Level:** The stat-box is Surtur as a playable **PL24**. Its X-Level is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

YMIR

Except for the fire demon Surtur, **Ymir** is the oldest known being in the Nine Worlds. Asgardians believe that millennia ago warm air from the realm of fire, Muspelheim, crossed a dimensional barrier into the location of the magical Well of Life. Tons of ice from Niffleheim, the realm of ice and cold, formed above the well. The Well of Life transformed these tons of ice into the living, sentient Ice Giant Ymir.

Ymir then populated Nihieheim with the race of Ice Giants. The young god Odin and his brothers Viii and Ve fought a war against the Ice Giants and slew Ymir for the first time. He managed to draw his body back together and resurrect himself. Meanwhile, the surviving Ice Giants scattered and created a race of descendants, which eventually became the Frost Giants. Ymir and the Asgardians have conflicted many times since then.

Each time, the Asgardians have apparently defeated the Ice Giant for good only to have him return to menace them once more. Fortunately for Asgard, Ymir is not particularly cunning and usually attempts to win his battles through brute force. **(Str200)**

YMIR PL18

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
21	21	0	0	11	-1	1	1

POWERS

Frost Giant's Body: Growth 22 (Innate; Permanent), Immunity 30 (Fortitude), Impervious Toughness 21 • *95 points*

Ice Generation: Create 19, Innate, Permanent, Alternate Effect (Environment 9 - cold 2) • *38 points*

EQUIPMENT

Ice Club: Strength-based Damage 3, Feature (Requires rank 19 Strength to lift), Easily Removable • *4 points*

ADVANTAGES

All-Out Attack, Benefit 2 (Ruler of Niffleheim), Die Hard, Equipment 1, Extraordinary Effort, Fearless, Great Endurance, Leadership, Power Attack

SKILLS

Intimidation 20 (+21), Ranged Combat: Throwing 9 (+10)

OFFENSE

INITIATIVE +0

Ice Club +11	Close Damage 25
Throw + 10	Ranged, Damage 21
Unarmed +11	Close Damage 22

DEFENSE

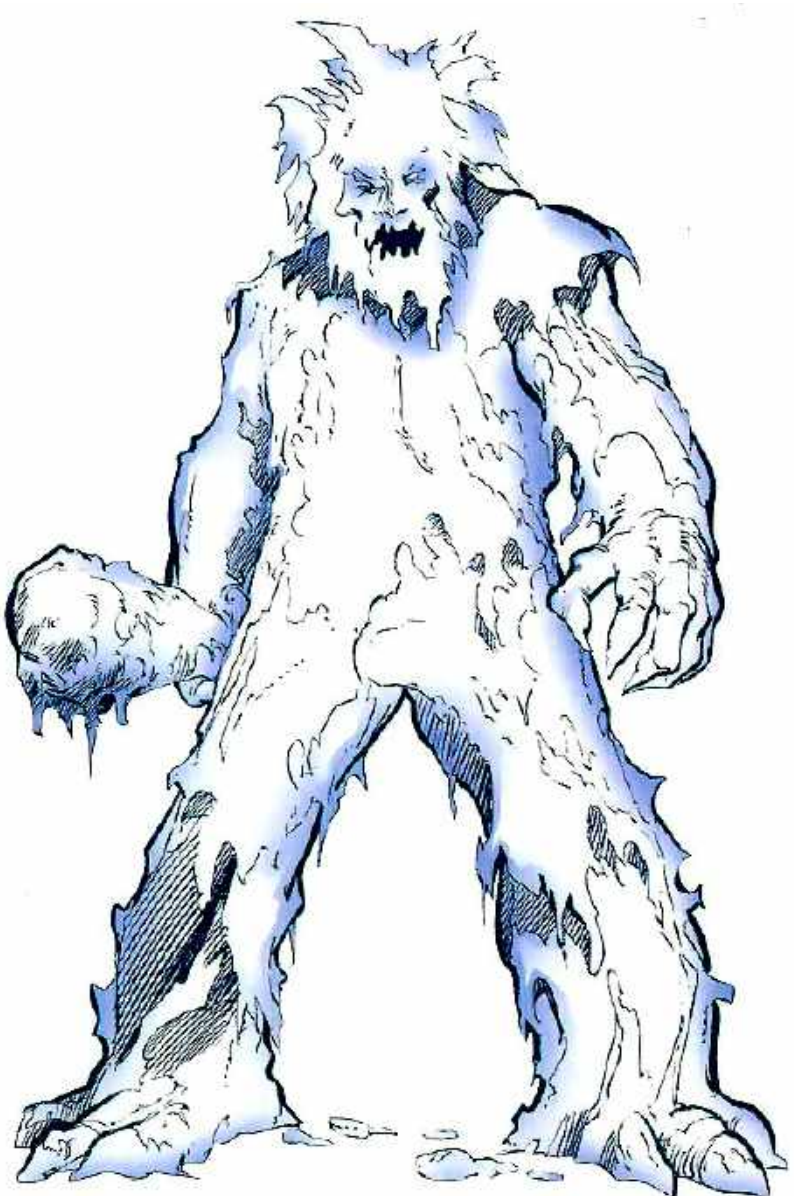
DODGE	-3	**FORTITUDE**	Immune
PARRY	-1	**TOUGHNESS**	21
WILL	5		

POWER POINTS

ABILITIES	22	**SKILLS**	14
POWERS	143	**DEFENSES**	12
ADVANTAGES	9	**TOTAL**	200

COMPLICATIONS

Enemies: Thor, gods of Asgard
Nemesis: Odin
Frost Giant: STR 14, **STA** 14, **AGI** 0, **DEX** 0, **FGT** 10, **INT** -1, **AWE** -1, **PRE** 1; Immunity 30 (Fortitude), Protection 2 Init 4, Dodge 6, Parry 6, Fort 14, Tou 14



ONE MILLION YEARS B.C.

One Million Years B.C. is the story of Tumak and Loana. Tumak is a member of the violent Rock Tribe who is cast into exile, after a confrontation with his father, Akhoba, the chief – much to the delight of his jealous brother, Sakanna, who had long desired both the favor Tumak had always held with his father, as well as Tumak's woman, Napondi.

Cast out into the prehistoric wilderness (which contains giant lizards, spiders, and dinosaurs, but oddly, no prehistoric mammals). Near starvation, he collapses on the beach, and is found by Loana and her sisters, of the peaceful Shell Tribe. The young cave-maidens take Tumak back to their tribe and they nurse him back to health.

The mistrustful Tumak is confused by the Shell Folk's amicable ways, and although he demonstrates the worth of his own rough background when he kills a renegade Allosaur that attacks the tribe, Tumak is once again exiled as his brutish behavior, inevitably leads him into a near-death fight with Loana's brother, Ahot. Loana, however, chooses to accompany Tumak into the prehistoric wilderness, and she leaves the Shell Folk behind.

Meanwhile, back with the Rock Tribe, Tumak's father has broken his leg and become lame, leaving the tribe to the rule of Tumak's brutal younger brother, Sakanna. While fleeing the scene of monstrous battle between a Triceratops and a giant Ceratosaurus, Loana is set upon by Sakanna and his hunting party. Tumak rushes to her defense, defeating his brother and assuming leadership of the Rock Tribe, although Loana stops Tumak from killing his recaltrant brother.

Tumak's return sparks other rivalries as well when Tumak's former mate, Napondi, nearly kills Loana in jealousy, and Loana is forced to learn the rough ways of the Rock Tribe in order to defend herself. Tumak, however, intervenes before Loana is forced to kill her rival, showing that he has learned from the kindness of the Shell Tribe as well. Meanwhile, Sakanna plots to kill Tumak and regain leadership.

Loana, however, is absconded by a giant Pteranodon, which nearly feeds her to a nestful of young, before being dropped into the ocean as the Pteranodon itself is attacked by another giant pterosaur. Washing ashore, Loana returns to her people, convincing the Shell Tribe to follow her and aid Tumak against Sakanna's rebel faction.

A battle erupts between the two tribes - including a final duel between Tumak and Sakanna - which is interrupted by a massive volcanic eruption and convergent earthquake, that destroys the Rock Tribe's caves, and leaves straggling survivors from both tribes, to be led by Tumak and Loana out of the crumbling ruins, back out into the harsh prehistoric world.

LOANA

Loana is the first (chronologically anyway) 'good-girl-who-liked-the-bad-boy' in history. Immortalized forever by Raquel Welch, Loana remains the cave-woman to be measured by, and her iconic pose still graces calendars and posters everywhere. And like all 'good-girls', when push comes to shove, she's got true grit too – able to hold her own against the tough chicks from Tumak's tribe. **(Str6)**

SETTING: STONE AGE
BEST-KNOWN CHARACTERS: AHOT, AKHOBA, LOANA, NAPONDI, SAKANNA, TUMAK
GENRE: SCIENCE FICTION

LUANA PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	1	1	2	2	1	1	0

POWERS

Cavewoman: Enhanced Skills 4 (Acrobatics 1, Survival 2, Stealth 1, Limited to Jungle environments), Movement 3 (Safe Fall, Sure-Footed 2) • *10 points*

EQUIPMENT

Knife: Strength-based Damage 2 • *2 points*
Spear: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, Attractive, Defensive Roll 3, Equipment 1

SKILLS

Acrobatics 3 (+4), Athletics 2 (+3), Expertise (Jungle) 2 (+4), Expertise (Survival) 3 (+5), Insight 4 (+5), Perception 6 (+7), Persuasion 8 (+8), Ranged Attack (Spear) 3 (+5), Stealth 8 (+13)

OFFENSE

INITIATIVE +1

Knife +2	Close, Damage 3, Crit 19-20
Spear +5	Ranged, Damage 4, Crit. 19-20
Unarmed +2	Close Damage 1

DEFENSE

DODGE	6	**FORTITUDE**	2
PARRY	4	**TOUGHNESS**	4/1*
WILL	5	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	18	**SKILLS**	20
POWERS	10	**DEFENSES**	12
ADVANTAGES	6	**TOTAL**	66

COMPLICATIONS

Exile: Voluntary. Loana chose to leave her people and go with Tumak when the Shell Tribe expelled him.
Naive: As a member of the peaceful Shell Tribe, the brutal ways of Tumak's Rock Tribe are foreign to her.

TUMAK

Tumak – your basic caveman, cast as the 'guy from the wrong side of the tracks' (played by John Richardson, who is a historical footnote compared to Rachel Welch's iconic Loana) - the archetype that no girl who likes the bad-boy can resist – rough-edged, but who proves his brave heart… after she gets him to clean up his act. **(Str9)**

TUMAK PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	2	2	6	1	1	1

POWERS

Caveman: Enhanced Skills 4 (Acrobatics 1, Survival 2, Stealth 1, Limited to Jungle environments), Movement 3 (Safe Fall, Sure-Footed 2) • *10 points*

EQUIPMENT

Knife: Strength-based Damage 2 • *2 points*
Spear: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, Close Attack 2, Defensive Roll 3, Equipment 1

SKILLS

Acrobatics 3 (+5), Athletics 2 (+5), Expertise (Jungle) 2 (+3), Expertise (Survival) 3 (+4), Insight 4 (+5), Perception 5 (+6), Persuasion 3 (+4), Ranged Attack (Spear) 3 (+5), Stealth 8 (+10)

OFFENSE

INITIATIVE +1

Knife +8	Close, Damage 4, Crit 19-20
Spear +5	Ranged, Damage 5, Crit. 19-20
Unarmed +8	Close Damage 2

DEFENSE

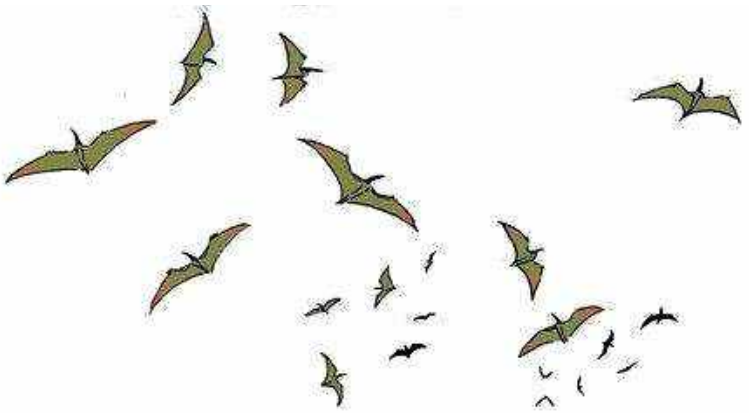
DODGE	8	**FORTITUDE**	3
PARRY	8	**TOUGHNESS**	63*
WILL	6	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	36	**SKILLS**	17
POWERS	10	**DEFENSES**	13
ADVANTAGES	7	**TOTAL**	83

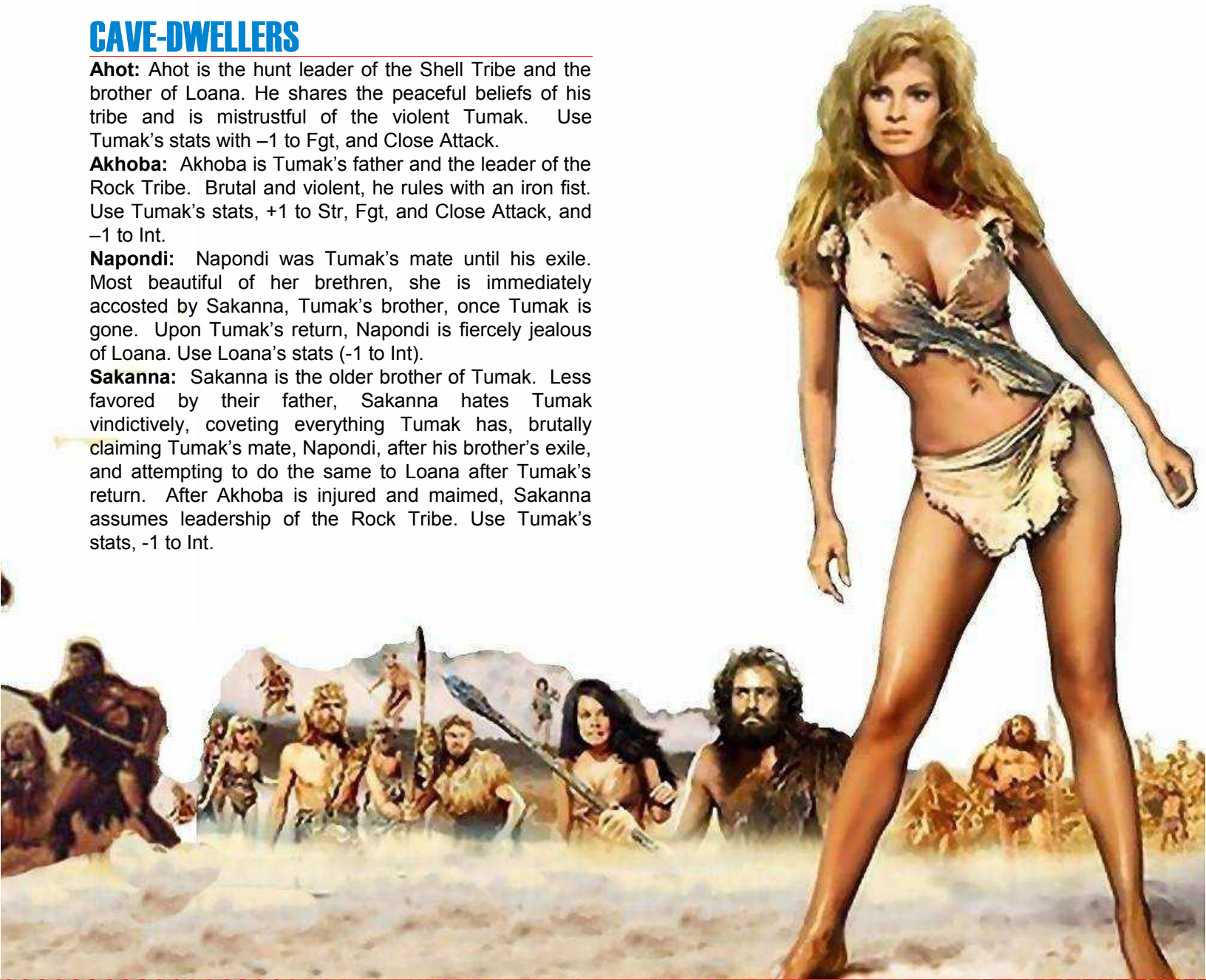
COMPLICATIONS

Enemies: Sakanna, Akhoba
Exile: Tumak manages to get himself kicked out of both his home tribe, and the Shell Tribe.
Relationships: Tumak was once favored by his father Akhoba, before his exile, and his mate, Napondi, pines for his return. Loana, however, is Tumak's primary relationship.



CAVE-DWELLERS

Ahot: Ahot is the hunt leader of the Shell Tribe and the brother of Loana. He shares the peaceful beliefs of his tribe and is mistrustful of the violent Tumak. Use Tumak's stats with –1 to Fgt, and Close Attack.
Akhoba: Akhoba is Tumak's father and the leader of the Rock Tribe. Brutal and violent, he rules with an iron fist. Use Tumak's stats, +1 to Str, Fgt, and Close Attack, and –1 to Int.
Napondi: Napondi was Tumak's mate until his exile. Most beautiful of her brethren, she is immediately accosted by Sakanna, Tumak's brother, once Tumak is gone. Upon Tumak's return, Napondi is fiercely jealous of Loana. Use Loana's stats (-1 to Int).
Sakanna: Sakanna is the older brother of Tumak. Less favored by their father, Sakanna hates Tumak vindictively, coveting everything Tumak has, brutally claiming Tumak's mate, Napondi, after his brother's exile, and attempting to do the same to Loana after Tumak's return. After Akhoba is injured and maimed, Sakanna assumes leadership of the Rock Tribe. Use Tumak's stats, -1 to Int.



PREHISTORIC CREATURES

The prehistoric fauna of One Million Years B.C. is a decidedly fanciful vision - mixing animals of various time periods, as well as gargantuan examples of contemporary animals, while managing to avoid any actual stone-age creatures. Nonetheless, One Million Years B.C. remains a quite popular dinosaur-flick, featuring some of the most effective work of stop-motion master, Ray Harryhausen.

ALLOSAUR: ONE-MILLION YEARS B.C. PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	8	0	1	7	-4	3	0

POWERS

Claws: Strength-based Damage 4 • *4 points*
Growth: Growth 7 (Innate; Permanent) • *14 points*
Scaly Hide: Protection 1 • *1 point*
Senses 3 (Low-Light Vision, Scent, Track) • *3 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-out Attack, Improved Grab, Improved Initiative

SKILLS

Perception 8 (+10), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +3

Teeth +7 Close Damage 12

DEFENSE

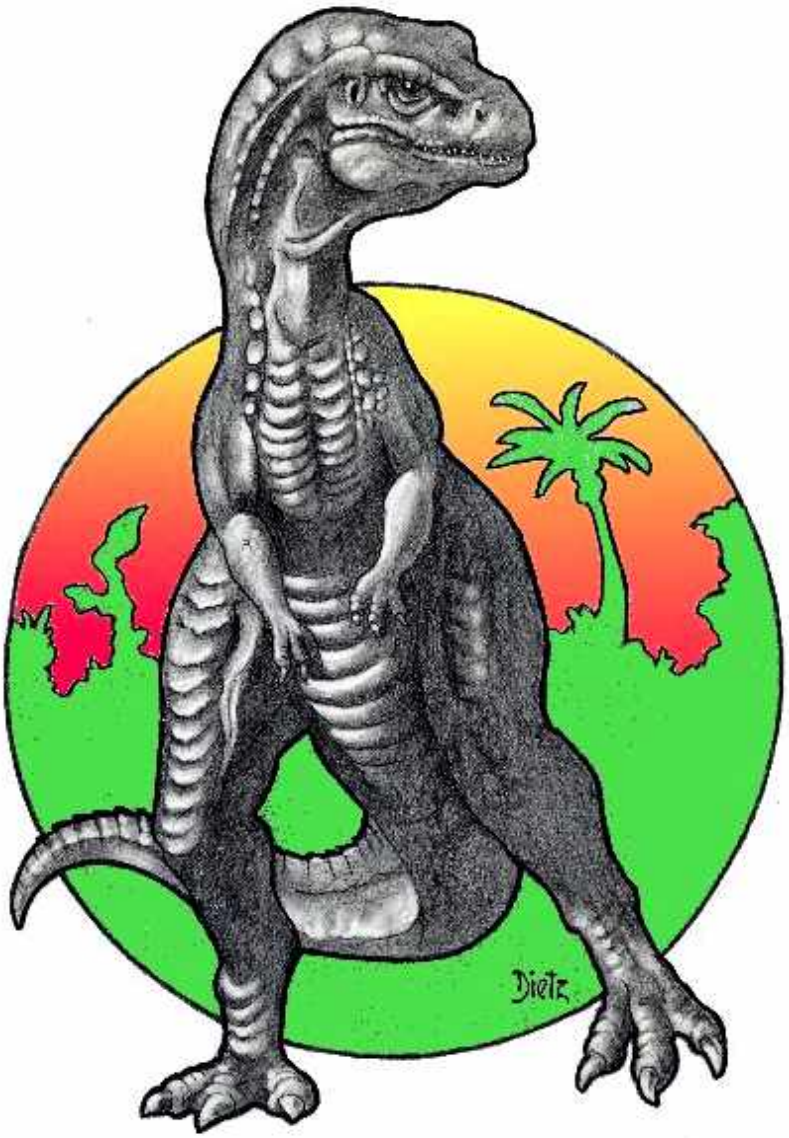
DODGE	4	**FORTITUDE**	10
PARRY	6	**TOUGHNESS**	9
WILL	2		

POWER POINTS

ABILITIES	18	**SKILLS**	8
POWERS	26	**DEFENSES**	6
ADVANTAGES	3	**TOTAL**	63

The **Allosaurus** that attacks the Shell Tribe is a somewhat diminutive version of the species, perhaps a juvenile. **(Str30)**

Brontosaurus: The mighty Brontosaurus has only a cameo appearance in the final version of the film, although the original ending featured the giant beast attacking both tribes. For budget reasons this scene was scrapped and replaced with a volcanic eruption (see entry for: **Prehistoric Monsters: Brontosaurus**).



Ceratosaurus: The Ceratosaurus featured in the film is much larger than an actual ceratosaur – filling the role of T. rex opposite the Triceratops. Use stats for Giganotosaurus (see entry for **Prehistoric Monsters: Giganotosaurus**)

Giant Lizard: Perhaps as an homage to the original One Million B.C., One Million Years B.C. features a giant lizard, which chases Tumak out of the Rock Tribe's lands.

Giant Spider: Along with the giant lizard, a giant tarantula prowls the prehistoric landscape (use stats for: **Monsters on the Loose: Tarantula**)

Triceratops: The temperamental three-horned Triceratops kills the abnormally-sized Ceratosaurus, in an exciting death-fight, after the flesh-eater draws its attention from Loana and Tumak. (See entry for: **Prehistoric Monsters: Triceratops**)

ORION

Orion was born to Darkseid, the Lord of Apokolips, and his wife Tigra. Shortly after his birth, Orion was fostered to New Genesis as part of a peace treaty brokered between Darkseid and Highfather of the New Gods. Rather than growing up on Apokolips' constant diet of cruelty and darkness, the young Orion found himself loved and well-treated by his foster family. After a period of adjustment, Orion became one of New Genesis' fiercest warriors. His love of battle and barely contained rage earned him the nickname "Dog of War."

Orion is fated to kill his father, Darkseid, in an epic battle in the fire pits of Apokolips. This is a fate he accepts and often anticipates. On several occasions, it seemed that final battle was in progress, but the true time for that showdown is unknown.

At times Orion has come to Earth to oppose the plots and agents of Darkseid. He often uses the alias O'Ryan during these trips and allies himself with various superheroes and ordinary folk who have encountered his father's forces. During two of these trips, he joined the Justice League of America. It was during his second stint with that team when he and Big Barda helped defeat Maggedon, a war machine of the Old Gods that nearly destroyed the Earth.

During the events leading up the Final Crisis, Orion confronted his father and supposedly killed him. Shortly afterward, Orion was found dead on Earth, shot by a Radion bullet fired backward in time to murder the Dog of War. When Darkseid was reborn and attempted to conquer Earth, Batman used that same bullet to kill him. This supposedly fulfilled the prophecy of Darkseid being destroyed by his own son, albeit indirectly. After the Final Crisis, many of the New Gods were reborn but Orion was not among them. It seems unlikely the multiverse has seen the last of him or that his final battle against Darkseid has truly come to pass.**(Str85)**

PERSONALITY

Orion is many ways his father's son. He is prone to brooding, dark moods, and violence. His rage makes him a powerful and unrelenting combatant, but also makes him reckless. Orion is equal parts heroic warrior and wrathful warlord. Orion is famed for his tenacity and unwavering devotion to destroying Darkseid and his minions. Unlike many heroes, Orion has no trouble using lethal force. He will not wantonly murder, but he will lay waste to whole armies if the need arises and feel no remorse for his actions.

In truth, Orion often feels revulsion at the darker part of his soul and fears becoming a monster like his father. This self-loathing and fear of becoming evil drives him to fight the armies of Apokolips with even greater savagery. He prefers to meet force with force, leaving subtlety to those better suited to its uses. Orion has a tendency to be intolerant toward those he sees as weak, such as the Bug People of New Genesis. However, he will change his mind when shown the nobility and bravery of a person or culture—a characteristic that sets him worlds apart from his tyrannical sire. While stubborn and far from subtle, Orion is neither a thug nor an idiot.

So great is the rage and anger in Orion's soul that it sometimes bubbles to the surface and shows in his features; his skin turns grayish and his features become dark and ugly. Orion's Mother Box can be used to return him to his usual appearance. Orion tempers his raging inner demons with a strong sense of honor and duty.

REAL NAME: ORION, O'RYAN, DOG OF WAR
OCCUPATION: WARRIOR **AFFILIATION:** NEW GODS
BASE: SUPERTOWN, NEW GENESIS
HEIGHT: 6' 6" **WEIGHT:** 295 LBS
EYES: RED **HAIR:** REDDISH BLOND

ORION PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	15	5	3	12	3	4	12

POWERS

Astro-Harness: 66 points, Removable (–13 points) • *53 points* **Astro-force:** Array (30-points)
• **Astro-Blast:** Ranged Damage 15 • *30 points*
• **Astro-Barrage:** Ranged Damage 10, Multiattack • *1 point*
• **Tractor Beam:** Move Object 15, Continuous, Limited to towing/pushing • *1 point*
Flight: Flight 12 (8,000 MPH), Movement 5 (Dimensional Travel: New Genesis/Apokolips, Environmental Adaptation: Zero-G, Space Travel 3) • *34 points*
Dog of War: Power-lifting 5 (Lifting **Str** 21; 50,000 tons); Regeneration 2 • *7 points*
Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • *21 points*
Mother Box: Boom tube (Space Travel 3); **intelligence** (Feature 2); **Restoration** (Healing 8); Removable (–5 points) • *19 points*

ADVANTAGES

All-out Attack, Diehard, Extraordinary Effort, Fearless, Great Endurance, Move-by Action, Power Attack, Ranged Attack 5, Seize Initiative, Takedown, Ultimate Effort (Toughness)

SKILLS

Athletics 6 (+22), Expertise: Tactics 7 (+8), Intimidation 10 (+14), Perception 4 (+7), Ranged Combat: Astro-Harness 4 (+7), Vehicles 5 (+8)

OFFENSE

INITIATIVE +1

Astro Blast +12	Ranged Damage 15
Unarmed +12	Close Damage 16

DEFENSE

DODGE	13	**FORTITUDE**	15
PARRY	13	**TOUGHNESS**	15
WILL	12		

POWER POINTS

ABILITIES	118	**SKILLS**	18
POWERS	101	**DEFENSES**	18
ADVANTAGES	15	**TOTAL**	270

COMPLICATIONS

Enemies: Orion is the sworn enemy of his father Darkseid, his minions, and all other enemies of New Genesis. He will not voluntarily avoid combat with or retreat from such foes.
Face of Rage: Orion is prone to berserker rages and explosive outbursts, especially if facing hated foes. During these periods, his features take on a dark, twisted appearance reflecting his parentage. This causes Orion to automatically fail any social interaction tests that rely on persuasion, diplomacy, or subtlety. This effect lasts until he takes a standard action to use his Mother Box to calm his rage and restore his “Face of Peace.”

POWERS AND ABILITIES

Orion possesses incredible strength and stamina. He is a superhumanly skilled warrior and veteran of countless battles. He can regenerate from terrible injuries, and his regenerative abilities can be augmented by the use of his Mother Box. In addition to his physical might, Orion controls a cosmic energy called the Astro Force. He can channel this power through a special Astro-Harness for a variety of effects including flight and energy projection. Only Orion seems to be able to safely and reliably access this energy. Like all his fellow New Gods, Orion is immortal.
Like all New Gods, Orion is vulnerable to attacks from the substance Radion. This element is incredibly rare and its origins are unknown. However, attacks made with a Radion weapon bypass Orion’s Impervious extra for his Toughness and long-term exposure to large quantities of the element can prove fatal.

PARALLAX

Parallax is a demonic parasitic entity dating back to the dawn of time. This parasite was the sentient embodiment of fear, traveling from world to world and causing entire civilizations to destroy themselves. The Guardians of the Universe imprisoned Parallax within the Central Power Battery on Oa using fear's opposite energy, willpower, along with the aid one of the fear's counterparts, Ion. Parallax had lain dormant for billions of years, its true nature hidden by the Guardians to prevent anyone from trying to free it.

Being yellow in color, Parallax eventually came to be referred to as simply "the yellow impurity", a flaw, whose nature was kept secret from the Corps, that made their rings useless against the color yellow: Parallax weakened its power over the corresponding spectrum; hence, only someone with the willpower to overcome great fear could master the power ring. Thus, when recruiting new Green Lanterns, the Guardians were careful to look for recruits that could do this. When the renegade Sinestro was later imprisoned in the Power Battery himself, his Qwardian yellow power ring tapped into Parallax's power and awakened it.

Since Sinestro harbored hatred for Hal, Parallax chose Jordan as its tool to free itself. Parallax apparently spent years influencing Jordan, causing him to experience increasing self-doubt as well as causing his hair to prematurely whiten at the temples. Jordan's grief over the destruction of Coast City let Parallax influence Jordan's subsequent murderous activity, his apparent killing of Sinestro (actually a hard light construct) and Jordan's destruction of the Central Power Battery.

After it was learned something amiss was happening on Oa, a task force (as shown in the *Emerald Fallout* series), which consisted of Guy Gardner, Wonder Woman, Captain Atom, Alan Scott, The Martian Manhunter, Ferrin Colos of the Darkstars and Arisia, ventured to Oa to discover the cause of Guy Gardner's visions of its destruction that were brought about by him wielding Sinestro's power ring (which was also fueled by the power expelled by the Guardians, their rings, batteries, or Parallax himself). On Oa, the task force confronted Hal, but he easily defeated them. Only Alan Scott and Guy Gardner were even able to manage to get a hit on Jordan. Guy proved to be the most effective against Jordan because he could absorb the enegy that Jordan was using against him in the battle. But Jordan still managaed to quickly overpower Guy and destroy his Qwardian power ring and send the whole task force (who were all knocked out from the beating that Parallax gave them) back to Earth.

Since Parallax was gone from the Oan Power Battery, the final power ring conferred to Kyle Rayner did not have any weakness against yellow. The young ring bearer also had some limited resistance to the fear

entity's influence as Rayner was a Green Lantern who understands fear alongside with his strong will. Despite being possessed by Parallax, the positive aspect of Jordan's personality would resurfaces occasionally, eventually leading the infected Jordan to use Parallax's powers to reignite the Sun during the event known as *The Final Night* and later aiding the universe's greatest heroes to stop the rogue angel Asmodel from raising Hell to Earth and Heaven on *Day of Judgment* . Jordan's infected soul later bonded with The Spectre, who eventually expelled Parallax from Jordan. The Spectre itself left to move onto the next human host. Ganthet guided Jordan's soul back to his own body, preserved after Jordan reignited the Sun. His soul and thoughts finally gaining clarity for the first time in years, Jordan was resurrected, again taking his place as a Green Lantern. Together, Kyle Rayner and fellow Green Lanterns John Stewart, Guy Gardner, a resurrected Kilowog and Ganthet imprisoned the parasite back in the Central Power Battery on Oa.

REAL NAME: PARALLAX ENTITY
OCCUPATION: EMBODIMENT OF FEAR, PARASITE
BASE: NONE **AFFILIATION:** NONE
HEIGHT: VARIES **WEIGHT:** VARIES
EYES: YELLOW **HAIR:** NONE

PARALLAX: HAL JORDAN PL18

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	2	2	3	5	1	3	3

POWERS

Power of Oa: *162 points*
Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation – Zero G, Space Travel 3) • *36 points*
Force Field: Protection 15, Impervious; Immunity 10 (Life Support) • *37 points*
Force Manipulation: Array *(56 points)*
• **Force Blast:** Ranged Damage 25, Dynamic • *60 points*
• **Force Constructs:** Create 25, Dynamic • *2 points*
• **Lifting**: Move Object 25, Dynamic • *2 points*
• **Force Bubble:** Affects Others, Burst Area, and Range on Immunity 10 (Life Support) • *2 points*
• **Mobile Constructs:** Create 12, Moveable, Dynamic • *2 points*
Scanning Beam: Senses 6, (Analytical Auditory, Chemical, and Visual) • *6 points*
Super-Speed: Quickness 17 • *17 points*

ADVANTAGES

Fearless, Teamwork, Ultimate Effort (Will Checks)

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+8), Deception 4 (+&), Expertise: Law Enforcement 8 (+9), Expertise: Military 8 (+9), Insight 8 (+1), Investigation 4 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Power Ring 7 (+10), Vehicles 12 (+15)

OFFENSE

INITIATIVE +2

Force Blast +10	Ranged, Damage 25
Unarmed +8	Close Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	11
PARRY	10	**TOUGHNESS**	14/2*
WILL	25	*Without Force Field	

POWER POINTS

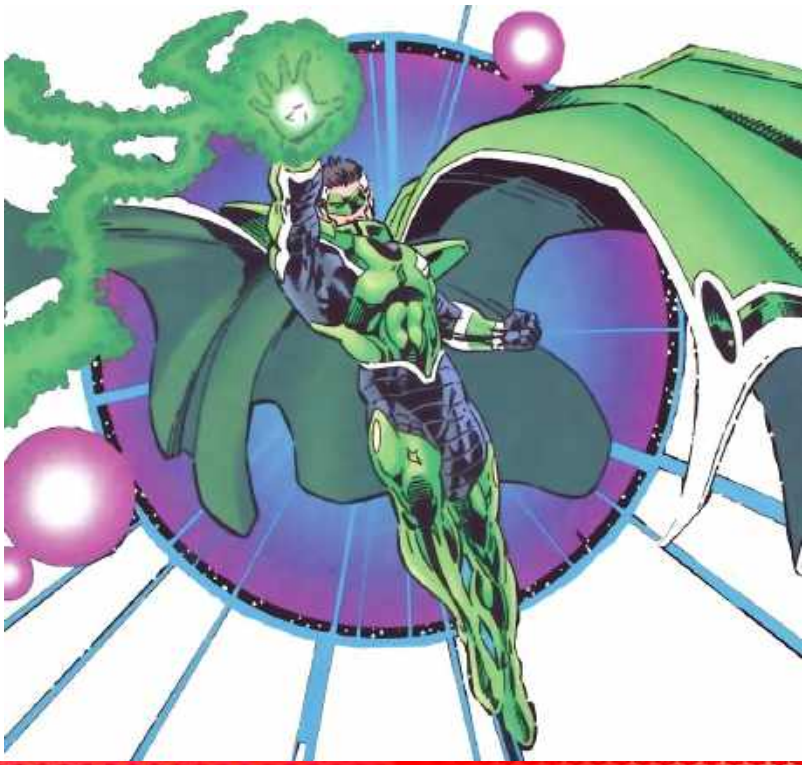
ABILITIES	51	**SKILLS**	33
POWERS	157	**DEFENSES**	42
ADVANTAGES	3	**TOTAL**	275

COMPLICATIONS

Obsession: As Parallax, Hal Jordan is obsessed with restoring Coast City, and punishing the Cyborg for its ruin, and is willing to destroy the existing universe in favor of a reality that fits his sense of justice.

Parallax Entity: In its pure form, the Parallax Entity has the following abilities: **Str 3 Sta** 3 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 15 **Awe** 15 **Pre** 25 **Cosmic Entity:** Immunity 30 (Fortitude Effects), Impervious Toughness 16, Energy Control 19 (Variable Power, Any Powers with the Cosmic Descriptor), **Embodiment of Fear:** Mind Control 19 (Limited to Emotion Control): Fear; **Dodge** 10, **Parry** 10, **Fort** 25, **Toughness** 16, **Will** 25

Despite this re-introduction of the "yellow impurity", which is now referred to as the Parallax Fear Anomaly, the power rings' weakness against yellow no longer applies, as experienced wielders are now able to consciously recognize its source, and overcome the fear associated with it. It is still, however, a considerable weakness for new GL recruits, who are ignorant of the impurity's nature or of how to combat it. During training, new recruits' rings may falter at times against yellow objects, or when a recruit is experiencing panic or fear.
Recently, the Sinestro Corps captured Kyle Rayner with the intention of making him Parallax's new host. Kyle had his powers drained out of him by Sinestro himself, and was immediately taken over by Parallax. Parallax then clothed itself in a new uniform, which appeared as a combination of the Sinestro Corps' uniform, Kyle's original Green Lantern costume and the armor Hal Jordan wore as Parallax and returned to Qward with the Sinestro Corps. Parallax was made a herald of the reborn Anti-Monitor within Victoria's soul. With the aid of Hal Jordan, Guy Gardner, and John Stewart, Kyle was able to overcome the Parallax possession and the entity was trapped within the four Earth-Lanterns Power Batteries. The effects of Parallax within the four Power Batteries has yet to be revealed. **(Str9)**



PHANTOM STRANGER

The **Phantom Stranger's** true origins are unknown. One story says he was a nomad who committed suicide but was barred from entering the afterlife, cursed to forever be a part of humanity but ever separate from it as he works to turn humanity from evil one soul at a time. Another story claims the Stranger is the legendary Wandering Jew, helping society as best he can while forever walking the earth. A third story claims the Stranger was one of a group of scientists who studied the end of the previous universe, and was reborn as the Stranger following the Big Bang. The tale that is one most commonly told is that the Stranger was once an angel who refused to choose a side during Lucifer's rebellion and was condemned to live alone for all time. Any one of these stories may be true. Or, given the strange events that draw the Stranger, they may somehow all be true. All that's known for certain is that when events are at their most dire, when forces beyond mortal imagination conspire to destroy humanity, the Phantom Stranger appears at a crucial moment to provide the counsel needed to protect the innocent. The Phantom Stranger has guided many champions of good, but has been of particular assistance to magical heroes such as those who make up the Sentinels of Magic. He's also close to the mystic Madame Xanadu, with whom he enjoys a friendship that has stretched across centuries. Along with John Constantine, Doctor Occult and Mister E, the Stranger is part of the "Trenchcoat Brigade" who induct young magicians into the ways of magic. In the Ninth Age of Magic, the Stranger was an ally of the Lords of Order and part of the circle of cosmic powers—the Stranger, Zeus, the wizard Shazam, Highfather, and the Oan Guardian Ganthet—known as the Quintessence. Following recent events and the birth of the Tenth Age of Magic, it's unclear if the Stranger maintains any of his connections, or if he too has been reborn. **(Str6)**

PERSONALITY

The Phantom Stranger is an enigmatic presence that usually vanishes as soon as he provides whatever information or assistance he deems necessary. While friendly to those he assists, he is rarely casual, always driven by his mission to protect innocents and preserve the universe.

POWERS AND ABILITIES

The Phantom Stranger possesses immense power. Chief among his abilities is knowledge of every person and event occurring across the multiverse. He can travel space, time, and dimensions without limit, and bring others to where they are needed. He is immortal and ageless, with only his white hair and blank eyes betraying his mystical nature. He can dispel nearly any spell or illusion, and fire mystical blasts that can threaten even the most powerful creatures.

X-Level: The stat-box is the Stranger as a playable **PL20.** His X-level is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

REAL NAME: UNKNOWN
OCCUPATION: MYSTICAL GUIDE AND GUARDIAN
BASE: MOBILE
AFFILIATION: QUINTESSENCE
HEIGHT: 6' 2" (VARIES)
WEIGHT: 185 LBS (VARIES)
EYES: WHITE
HAIR: WHITE

PHANTOM STRANGER — PLX2/PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	20	4	4	7	15	20	25

POWERS

Awareness: Senses 19 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition) • *19 points*
Dimensional Travel: Movement 3 (Dimension Travel) • *6 points*
Immortal: Immunity 30 (Fortitude) • *30 points*
Sorcery: Energy Control 30 (Variable Power, Any Powers with the Magical Descriptor) • *210 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 10 (Cosmic Entity), Connected, Diehard, Fearless, Great Endurance, Leadership, Power Attack, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 10 (+25), Insight 10 (+30), Intimidation 5 (+30), Perception 5 (+30)

OFFENSE

INITIATIVE +7

Magic Blast +10	Ranged, Damage 30
Unarmed +7	Close Damage 1

DEFENSE

DODGE	7	**FORTITUDE**	Immune
PARRY	7	**TOUGHNESS**	20
WILL	20		

POWER POINTS

ABILITIES	192	**SKILLS**	15
POWERS	260	**DEFENSES**	6
ADVANTAGES	21	**TOTAL**	494

COMPLICATIONS

Enemies: Among beings on his level of power, the Stranger has had ongoing disagreements with the Spectre, struggling to keep the spirit of vengeance under control when it is without a host and guide the Spectre's human hosts in keeping its power in check. Eclipso has also shown a particular dislike for the Stranger since the Stranger foiled the demon's attempts to trigger a nuclear holocaust.
Enigma: The motivations and agenda of the Phantom Stranger are as mysterious as his background, but he typically battles the forces of dark magic and defends the innocent against their power.
Counselor: While he possesses immense mystical power and incredible knowledge, the Stranger is forbidden to directly interfere in the course of history. He is compelled to counsel the champions of humanity.

STRANGER RELATIONS

The Phantom Stranger has guided many champions of good, but has been of particular assistance to magical heroes such as those who make up the Sentinels of Magic. The Stranger is also close to the mystic Madame Xanadu, with whom he enjoys a friendship that has stretched across centuries.
Along with John Constantine, Doctor Occult and Mister E, the Phantom Stranger is part of the "Trenchcoat Brigade" who induct young magicians into the ways of magic and mysticism.
In the Ninth Age of Magic, the Stranger was an ally of the Lords of Order and part of the circle of cosmic powers – the Stranger, Zeus, the wizard Shazam, Highfather, and the Oan Guardian Ganthet – that is known as the Quintessence.
Following recent events and the birth of the Tenth Age of Magic, it's unclear if the Phantom Stranger maintains any of his connections, or if he too has been reborn in another form.

PHOENIX

The Phoenix Force is the embodiment of the cycle of Creation, Destruction and Rebirth, deriving its power from the psyche of all living things that have ever existed, or ever will exist, in the Universe. The Phoenix has been called life incarnate. Inherent in its nature is the fact that the Phoenix always rises from the Ashes. It has been suggested that the Phoenix was instrumental and the simultaneous destruction and creation of the modern universe, (along with the creation of the cosmic space god known as Galactus who now maintains the Cosmic Balance). In essence, the Phoenix *is* the spark of life generated by the Creation Event, the power generated by the cycle of destruction and renewal, igniting the life force of Eternity. Like Eternity himself, the current incarnation of Phoenix itself must die, and be reborn in within the new cosmos.

In the modern universe (possibly due to the addition of Galactus to the Cosmic Balance), the Phoenix Force may usually only manifest itself on the material plane through an Avatar, (preferably an 'Omega Mutant' – a Psychic with high-ranking abilities) perhaps not taking its true form until the universal cycle of destruction comes round once again.

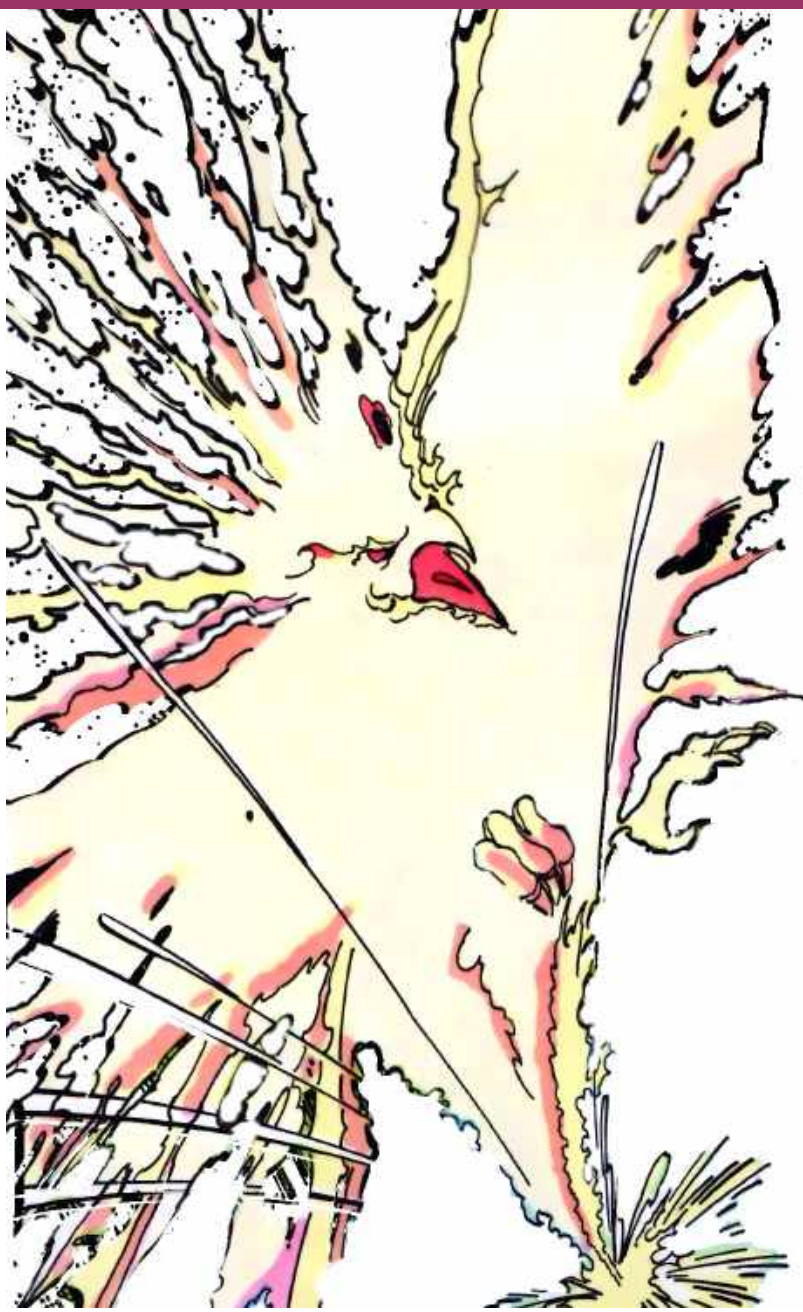
It has also been suggested that the World Devouring Galactus is also somehow involved in this process – and would, by some accounts, at the universe's end, absorb all the life-energy of the cosmos – which could be interpreted as the Phoenix Force – perhaps becoming a form of shell for the Phoenix, creating the new 'Cosmic Egg' that will birth the next universe (see entry for: **Galactus**). **(Str1000)**

PERSONALITY

The Phoenix is the fire of life and passion as well as destruction. In it's pure form it is simply a force of nature that embodies these traits – in a mortal host, it brings these emotions to the surface, and while love and passion are great, wrath and destruction are part of what the Phoenix does too, so the Phoenix avatars tend to keep their emotions on a tight reign, lest the Phoenix Force overreact for them.

POWERS AND ABILITIES

The Phoenix Force is the embodiment of the concepts of Creation and Destruction, deriving its power from the Psyche of all living things in the Universe. Avatars of the Phoenix Force have faced off with the likes of the Celestials and Galactus. Some common manifestations of the Phoenix' power are concussive energy blasts and energy absorption on a massive scale. It is believed the Phoenix' ultimate purpose is to burn away old universes, making way for the new.



X-Level: The stat-box is for the Phoenix as a playable **PL20/PL25** entity. If presented as an X-level character, it ranks as a **PLX3** entity – all Powers and Abilities are assumed to be 20 with a +20 bonus for each additional X-rank **(20x3=60)** on all rolls.

REAL NAME: PHOENIX FORCE
OCCUPATION: EMBODIMENT OF CREATION AND DESTRUCTION
BASE:: THE UNIVERSE **AFFILIATION:** NONE
HEIGHT: INAPPLICABLE **WEIGHT:** INAPPLICABLE
EYES: INAPPLICABLE **HAIR:** INAPPLICABLE

PHOENIX — PLX3/PL25

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
30	30	10	10	10	24	24	24

POWERS

Flight Of The Phoenix: Flight 20 (Space Travel 10), Teleport 25 • *90 points*
Phoenix Force: Energy Absorption 30, Energy Control 30 (Variable Power: Any Powers with the Cosmic Descriptor) • *240 points*
Psyche Of All Living Things: Communication 30, Comprehend 30, Mind Reading 30, Senses 30 (Cosmic Awareness) • *270 points*
Rise From The Ashes: Immortality 2, Immunity 30 (Fortitude effects), Impervious Toughness 30 • *64 points*
Wellspring Of Life: Enhanced Traits 10 (Phoenix Force), Activation (Standard), Check Required (Will DC 20), Unreliable (10 rounds), Limited: any power used above 35 risks the Phoenix Force becoming destructive and out of control • *10 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 10 (+30), Insight 12 (+36), Intimidation 16 (+40), Perception 16 (+40)

OFFENSE

INITIATIVE +10

Phoenix Force +10	Ranged Damage 30-40
Unarmed +10	Close Damage 30

DEFENSE

DODGE	10	**FORTITUDE**	Immune
PARRY	10	**TOUGHNESS**	30
WILL	24		

POWER POINTS

ABILITIES	316	**SKILLS**	27
POWERS	674	**DEFENSES**	0
ADVANTAGES	30	**TOTAL**	1057

COMPLICATIONS

Reservoir Of Life To Come: The Phoenix Force cannot manifest itself in the modern universe without an avatar (preferably an 'Omega' mutant of high level psionic abilities) or it will draw upon the lifeforce of future generations.
Weakness: The Phoenix Force seems susceptible to magic and psionic attacks. This weakness has manifested in different ways, and the GM may interpret this freely – all Magic/Psionic attacks that score are Critical Hits, eliminating Immunity versus magic, etc.

THE PHOENIS ALWAYS RISES FROM THE ASHES

The Phoenix Force is the embodiment of the concepts of Creation and Destruction, deriving its power from the psyche of all living things in the Universe – reputed to be the nexus of all psionic energy that is, was, or ever will be.
By its very nature, the Phoenix Force is instrumental in the continuing cycle of the destruction and rebirth of Eternity – the sentience o the universe itself (see entry for: **Eternity**) – at the moment of the universe's cyclical demise, the Phoenix Force will burn away the old universe. The Phoenix itself will die as a result of this action, but will it will be reborn again into the burgeoning universe anew.
The Phoenix Force is fiery passion and, even when it operates through Avatars (see: **Dark Phoenix**, and **Phoenix** below) those mortals that it touches are possessed with the desire to let the Phoenix burn as brightly as it can and fulfill its cycle of destruction and rebirth.

PHOENIX FORCE (DESTROYER) PLX2-PLX4

Phoenix Force: Energy Absorption X2-X4, Energy Control X2-X4 (Variable Power: Any Powers with the Cosmic Descriptor),
Offense: Initiative X2-X4, Phoenix Force X2-X4 (Ranged, Damage X2-X4)

NOTE: Should the Phoenix Force draw upon its Enhanced Traits and raise its abilities over 35, it risks becoming out of control. If this occurs, all its abilities revert to X-rank, starting at **X2**, and building up through **X3** until culminating at **X4**, and it will began to burn away the universe if it is not stopped.
NOTE: The Phoenix' relation to Galactus, a being instrumental in universal renewal, is uncertain. The relationship could be described with Galactus as a gear in the universal engine (Eternity), the Phoenix the energy created by that engine, and Death the dissipation of that energy. Thus, it would be the Trinity of Eternity, Death, and Galactus that creates the Phoenix Force.

DARK PHOENIX PLX3/PL20/PL25

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	14	8	8	10	1	15	25

POWERS

Mental Awareness: Senses 30 (Mental Sense, Radius) • *30 points.*

Phoenix Force: Energy Absorption 30, Energy Control 30 (Variable Power, Any Powers with the Cosmic Descriptor) • *240 points*

Telekinesis: Move Object 30, Accurate 4 • *64 points.*

Telekinetic Field: Protection 30, Impervious, Sustained (Limited: cannot stack with STA) • *60 points.*

Telekinetic Levitation: Flight 20 (Space Travel 10), Teleport 30 • *90 points*

Telepathy: Mind Reading 30 Linked to Area Mental Communication 2 • *60 points*

• **Telepathic Illusion:** Illusion 30 (all senses), Resisted by Will, Selective •*1 point*

• **Mental Blast:** Perception Range Damage 30, Resisted by Will • *1 point*

Wellspring of Life: Enhanced Traits 10 (Phoenix Force Limited: any power used above 35 risks the Phoenix Force becoming destructive and out of control • *10 points*

ADVANTAGES

All-out Attack, Assessment, Attractive, Diehard, Improved Initiative, Languages (Sign Language), Power Attack, Leadership, Ranged Attack 3, Teamwork, Trance, Power Attack, Ultimate Effort (Powers)

SKILLS

Insight 8 (+10), Intimidate 13 (+25), Perception 6 (+21), Persuasion 5 (+35), Ranged Combat: Telekinesis 2 (+10), Ranged Combat: Phoenix Force 2 (+10), Treatment 4 (+7), Vehicles 8 (+16)

OFFENSE

INITIATIVE +8

Mental Blast +10	Ranged, Damage 30-40
Phoenix Force +10	Ranged, Damage 30-40
Unarmed +10	Close, Damage 8

DEFENSE

DODGE	10	**FORTITUDE**	23
PARRY	10	**TOUGHNESS**	30/14*
WILL	19	*Without Force Field	

POWER POINTS

ABILITIES	188	**SKILLS**	24
POWERS	711	**DEFENSES**	12
ADVANTAGES	18	**TOTAL**	973

COMPLICATIONS

Relationships: As Jean Gray, Phoenix' had relationships with Scott Summers (Cyclops), Wolverine and the X-Men.

DARK PHOENIX

When Jean Grey was dying on a space shuttle, her mind called out for help and the Phoenix Force answered, apparently transforming Jean into Phoenix. The Phoenix remained with the X-Men for only a short time. After an encounter with the Hellfire Club and manipulation by Mastermind and the White Queen, the Phoenix was transformed into their Black Queen. She broke free of control, but had been transformed into **Dark Phoenix**.

Dark Phoenix fled into space, devouring the sun of the D'Bari system annihilating the five billion inhabitants of its fourth planet, and destroyed a nearby Shi'Ar vessel before returning to Earth where she was defeated in psionic combat by Professor X, and regained control.

It was not to last – the X-Men were abducted by the Shi'Ar and put on trial by combat, and Jean was forced to kill herself before she again became Dark Phoenix.

All was not as it seemed, however; it turned out that the Phoenix Force had created a duplicate body of Jean, believed itself to be Jean, and acted in her place while the real Jean lay in a coma in the ocean, where the Avengers and Fantastic Four later found her, allowing Jean to rejoin the X-Men, although the Phoenix would eventually find her (see: **Phoenix**, below) **(Str30)**

X•Level: Dark Phoenix is PLX3 (20x3=60)

PHOENIX

The Phoenix Force would eventually return to Earth, where it resurrected Jean Grey • who was currently dead • and possessed her. The Phoenix set out in search of her former lover, Scott Summers (Cyclops) to feed off the energy of his optic blasts, but became confused by Jean's emotions and believed she was in love with Scott. When she realized Scott was now in love with Emma Frost, the Dark Phoenix persona threatened to emerge in Jean herself.

After a series of desperate efforts to contain the Phoenix, including Wolverine killing her several times, Jean trapping herself in a glacier, the Phoenix Force jumping into Emma Frost, and parts of the X•Men being trapped in a Shi'Ar•generated event horizon,

Jean Grey, with emotional support of all the X•Men finally managed to assert herself and gain control of the Phoenix. Jean then declared that she and the Phoenix Force were now merged into a single entity, and that she had transcended into the 'White Phoenix of the Crown'. **(Str4)**

X•Level: Phoenix is PLX3 (20x3=60)

PHOENIX PL16 PLX3/PL20/PL25

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-1	14	3	3	5	1	2	12

POWERS

Mental Awareness: Senses 30 (Mental Sense, Radius) • *30 points.*

Phoenix Force: Energy Absorption 30, Energy Control 30 (Variable Power, Any Powers with the Cosmic Descriptor) • *240 points*

Telekinesis: Move Object 30, Accurate 4 • *64 points*

Telekinetic Field: Protection 30, Impervious, Sustained (Limited: cannot stack with STA) • *60 points*

Telekinetic Levitation: Flight 20 (Space Travel 10), Teleport 30 • *90 points*

Telepathy: Mind Reading 30 Linked to Area Mental Communication 2 • *60 points*

• **Telepathic Illusion:** Illusion 30 (all senses), Resisted by Will, Selective •*1 point*

• **Mental Blast:** Perception Range Damage 30, Resisted by Will • *1 point*

Wellspring of Life: Enhanced Traits 10 (Phoenix Force), Limited: any power used above 30 risks the Phoenix Force becoming destructive and out of control • *10 points*

ADVANTAGES

All•out Attack, Assessment, Attractive, Diehard, Improved Initiative, Languages (Sign Language), Power Attack, Leadership, Teamwork, Trance, Power Attack, Ultimate Effort (Powers)

SKILLS

Insight 8 (+10), Intimidate 12 (+24), Perception 6 (+18), Persuasion 18 (+30), Ranged Combat: Telekinesis 7 (+10), Ranged Combat: Phoenix Force 7 (+10), Treatment 4 (+7), Vehicles 8 (+11)

OFFENSE

INITIATIVE +10

Phoenix Force +10	Ranged Damage 30-40
Mental Blast +10	Ranged Damage 30-40

DEFENSE

DODGE	8	**FORTITUDE**	19
PARRY	8	**TOUGHNESS**	30/14*
WILL	11	*Without Force Field	

POWER POINTS

ABILITIES	78	**SKILLS**	35
POWERS	711	**DEFENSES**	22
ADVANTAGES	12	**TOTAL**	855

COMPLICATIONS

Relationships: As Jean Gray, Phoenix' primary relationships are with her husband, Scott Summers (Cyclops), Wolverine and the X-Men.

PITT

When Allen and Annie Bracken were on their way to a hospital, they were abducted by the Creed. Zoyvod took one of the eggs from Annie and sent it back to earth. The Creed genetically altered the egg so that he would become a weapon for the Creed – the monster called **Pitt.**

One day Pitt woke up and broke free. His escape attempt was halted by his half-brother Wroth. Believed dead, Pitt's body was to be dumped, but on his way to the dump, however, Pitt awoke and attacked his pilot. In self-defense, the pilot shot Pitt out of the vessel.

After that, Pitt lived in the wild for a while, learning how to survive and fight. He was eventually caught and trained by Quagg, the pilot who was supposed to dump him. For years, Pitt was the personal assassin for Zoyvod until one day he went to the planet Chakra, where Pitt's mind was merged with the mind of a young boy named Jereb. This changed him, and Pitt fled his homeworld. Zoyvod immediately went after Pitt as he headed back to Earth.

Pitt ended up in a subway station in New York, where he saved his half-brother Timmy. After that, Pitt lived on the streets for a while, trying to adapt to his current situation. After a while, the Creed arrived on Earth because of the fact that Pitt and Timmy's DNA were very similar to the Creed target Timmy. Pitt, sensing something was wrong, rushed to Timmy.

Pitt battled the aliens and during the battle, Jereb left Pitt's mind and entered Timmy's. Jereb was a child blessed with a very strong spirit and using this spirit Timmy was able to defeat Zoyvod. This ended the battle between Pitt and the aliens.

Timmy was soon kidnapped by the Creed. Pitt turned to the New York-based superhero team Axiom for help. Wroth teamed up with the leader of the Axiom, Professor Holdsworth, and they struck a deal: Holdsworth could have the power of Timmy in exchange for Wroth being able to have Pitt. Their plan failed, however and Wroth fled the scene. He returned later only to be defeated by a Zoyvod- controlled Pitt.

Due to the war between the Creed and the Cenobite, Pitt would have been attacked by the Cenobite had they found him on Earth. The Cenobite, Eurial therefore hid him in Shimmerspace until they were gone.

There, Pitt again met Jereb. While in Shimmerspace, Jereb could see all time at once: past, present, and future. He told Pitt some of the things that would happen to him. Pitt was only in Shimmerspace for a very short period of time, but when he came out, five years had passed on Earth.

While Pitt had been in Shimmerspace, an organization bent on world domination known as the Think Tank had created clones of Pitt to do their bidding.

One of these clones was sent to steal some alien artifacts from a military installation. In reaction, the United States Army sent soldiers to kill Pitt. The battle ended with Pitt killing all of the soldiers and then heading towards the White House. Once there, he killed a body double of President Clinton.

Pitt somehow found out about the Think Tank being behind it all and went to the Crossbow Technologies building where he killed their leaders, the Guileys. **(Str98/150)**

REAL NAME: PITT
OCCUPATION: FORMER ASSASSIN OF THE CREED EMPIRE
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 7'
WEIGHT: 1000 LBS
EYES: RED
HAIR: BLACK

PITT — PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	18	0	0	6	0	8	1

POWERS

Empathy: 18 (Limited to Timothy Bracken, drops to 0 with everyone else) • *18 points*

Shockwave: Burst Area Damage 12, Limited: Both Pitt and his targets must be in contact with the ground • *12 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both Pitt and his targets must be in contact with the ground • *1 point*

Leaping 10 • *10 points*

Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *32 points*

Super-Strength: Enhanced Strength 2, plus Enhanced Strength 3, Limited to Lifting (Lifting STR23; 200,000 tons), Limited to when in pain, may only increase 1 point per round • *5 points*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 4 (+10), Insight 6 (+14), Intimidation 9 (+10), Perception 5 (+13), Ranged Combat: Throwing 6 (+8)

OFFENSE

INITIATIVE +3

Throw +10	Ranged, Damage 18-20
Unarmed +10	Close Damage 18-20

DEFENSE

DODGE	8	**FORTITUDE**	18
PARRY	8	**TOUGHNESS**	18
WILL	8		

POWER POINTS

ABILITIES	106	**SKILLS**	15
POWERS	83	**DEFENSES**	7
ADVANTAGES	4	**TOTAL**	215

COMPLICATIONS

Relationships: Pitt's sole relationship is his connection with Timothy Bracken. **Timothy Bracken: Str** -2 **Sta** -1 **Agi** 0 **Dex** 0 **Fgt** 0 **Int** 0 **Awe** 1 Pre 12 **Reality Manipulation:** Energy Control 20 (Variable, Any Powers with the Cosmic Descriptor), Dodge 4, Parry 4, Fortitude 2, Will 8, Toughness -1

Temper: A typical Hulk-clone, Pitt has the traditional hair-trigger temper of his character type

PERSONALITY

Pitt is a typically bad-tempered rampaging monster, with an appropriately torturous background. While his trials have left him a ferocious, scarred combatant, he has is neither vicious nor cruel, and will protect innocents, and battle those who would victimize them. He is totally focused on the protection of his half-twin, Tommy, with whom he shares an empathic bond..

POWERS AND ABILITIES

Pitt's unusual brain chemistry responds to pain as a stimulant instead of a deterrent, so the more he hurts, the stronger and more durable he gets, and the harder he fights. He has retractable claws on his hands, and razor-sharp teeth, as well as heightened regenerative powers. He has low-level empathic abilities as well, that are stronger with his half-twin, Timothy Bracken.

PREDATOR

REAL NAME: UNKNOWN
OCCUPATION: HUNTER/WARRIOR
BASE: MOBILE ACROSS SPACE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: RED **HAIR:** BLACK

The **Predators** are alien hunters who scour the galaxies seeking the ultimate in dangerous prey. They possess advanced survival and weapon technology, notably light-bending camouflage as well as wrist-mounted explosives capable of obliterating entire cities. The Predators are vicious, warlike creatures but also have a code of honor.

Predators have appeared periodically on Earth for hundreds of years, and two became known late in the 20th century. One landed in the jungles of Central America in the late 1980s, where it stalked and killed a team of human commando soldiers. One soldier, however, Major Dutch Schaefer, succeeded in mortally injuring the creature, although Schaefer barely escaped when the Predator activated his wrist explosive.

Schaefer's account led to the creation of a government group, headed by Peter Keyes, tasked with finding more such alien beings. Another Predator appeared in Los Angeles in the late 1990s during a brutal heat wave and a massive surge in gang violence. This Predator killed some two-dozen people and was stalked by both Peter Keyes and local policeman, Michael Harrigan. The Predator was killed by Harrigan

On board its ship, hidden beneath the city's streets. Harrigan was then confronted by other members of the creature's tribe, but Rather than finish off Harrigan, the beings took their fallen brethren, gave an 18th-century firearm to Harrigan as a token of respect, and launched into space.

The Predators have also occasionally used the Earth, as well as other planets, as breeding ground for the vicious parasitical 'Aliens' species – considered in Predator culture a rite of passage hunting the universe's mos t dangerous prey, and the Predators have therefore contributed t to the spread of the Alien plague across the stars.

The Predators have also adapted alien worlds as 'game reserves' where they stock dangerous prey, including humans. **(Str27)**

PERSONALITY

The Predators have never shown individual personality beyond their obsession with hunting and hand-to-hand combat. They don't take losing easily and will happily destroy entire cities, including themselves if it means denying an opponent a victory. On the other hand, they respect similar qualities in other beings and have demonstrated warlike honor and nobility.

POWERS AND ABILITIES

Predators possess great strength, agility and durability, as well fanged mandibles and claws. They prefer hot environments for their hunts, and their culture provides them intensive training in hunting and survival techniques, as well as hand-to-hand combat. Although they prefer a hands-on approach, they are an advanced culture with a wide variety of weapons at their disposal.

PREDATOR PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	7	5	5	10	1	2	2

POWERS

Discus Razor: Strength based Ranged Damage 2 • *2 points*
Helmet: Concealment 4 (All Visual), Blending, Senses 4 (Analytical Vision, Extended, Infrared Vision), Removable (-1): • *7 points*
Shoulder Laser: Ranged Damage 11, Easily Removable (-6) • *18 points*
Wrist Claw: Strength based Damage 2 • *2 points*

EQUIPMENT

Retractable Spear: Strength-based Damage 3 • *3 points*

ADVANTAGES

Assessment, Close Attack 1, Defensive Roll 3, Diehard, Equipment 1, Fearless, Improved Aim, Improved Initiative, Quick Draw, Ranged Attack 6, Tracking)

SKILLS

Athletics 4 (+11), Expertise: Hunting 12(+13), Insight 1 (+5), Intimidation 8 (+10), Perception 7 (+11), Stealth 8 (+12), Technology 8 (+10), Treatment 5 (+7), Vehicles 1 (+6)

OFFINSE

INITIATIVE +8

Discus Razor + 11	Ranged, Damage 10
Retractable Spear +10	Close Damage 11
Shoulder Laser +11	Ranged, Damage 11
Unarmed +11	Close Damage 8
Wrist Claw +11	Close Damage 10

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	12	**TOUGHNESS**	10/7*
WILL	6	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	80	**SKILLS**	37
POWERS	29	**DEFENSES**	13
ADVANTAGES	16	**TOTAL**	125

COMPLICATIONS

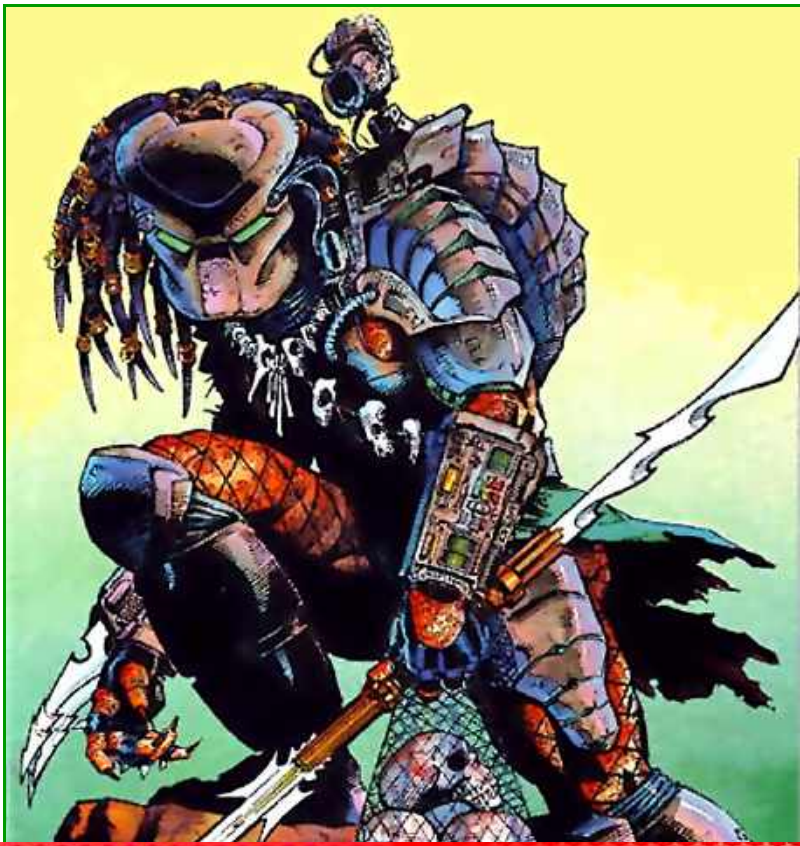
The Most Dangerous Game: The Predator's entire culture is hunting dangerous prey – the nastier the better, up to and including the biomechanical xenomorphs of the Alien series. Their social hierarchy is based on 1-on-1 personal combat.

DIFFERENT PREDATORS

All Predators are not created equal. Besides the caste system, of elite hunter killers, there are different specialties among the 'elite' Predators. Some are hunt leaders, who lead experienced raids on highly dangerous prey – such as raiding an Aliens' nest to steal their Queen for breeding purposes. Others lead parties of young, unblooded Predators. Other Predators are considered warriors, who specialize in hand-to-hand combat. 'Cleaner' Predators exist for assassination purposes (such as the elimination of any Predator/Alien hybrids that are ever created.

Different physical types of Predators also exist, some with distinct morphological differences like enlarged mandible claws. This might be a racial variation, or even species separation. It could also represent an elite physical class – like horn-racks on dominant elk or deer.

The novels by Dark Horse, called Predators 'Yautja', and established that male Predators were smaller than females, although this has not been developed in the films.



PREHISTORIC MONSTERS

Dinosaurs and other giant **Prehistoric Monsters** are commonly the minions of monster-makers who have resurrected them using cloning (**Jurassic Park**), or time-manipulating villains able to bring them from the distant past into the present. They also show up in "Lost World" scenarios where the heroes visit places where the giant reptiles still thrive (**King Kong, Lost World, The Valley of Gwangi**) or end up stranded in the distant past. Though dinosaurs are threatening on their own merits, some villains may specifically grant them other powers as well.

The major plant eating groups are the Sauropodon-orpha - an offshoot of the Saurischia (theropods) - and includes the pro-sauropods and the Sauropods (brontosaurs) themselves; all the rest fall into the Ornithischia (bird-hipped).

The first Ornithischia group is the Thyreophora (armored dinosaurs), which include the stegosauria and the anklosauria. Next is the Marginocephalia (ridge-headed dinosaurs), which are the ceratopsians and the pachycephlosauria. Last is the Ornithopoda (beaked-dinosaurs), which include the hadrosauridae and early primitive forms.

Predatory dinosaurs are all theropods, although there are a select few vegetarians among the bunch. The theropods are part of the 'lizard hipped' Saurichia branch of the Dinosauria; this branch includes all the Theropods, and also the giant sauropods. The Theropods include the ceratosaurs, megalosaurs (primitive carnosaurs), allosaurs (advanced carnosaurs) and Ceolurosaurs (tyrannosaurs, ostrich-mimics, and sickle claws) Ironically, it is the lizard-hipped branch, not the 'bird-hipped' Ornithischia, branch, that actually evolved into to birds.

Dinosaurs are now commonly known to have given rise to birds. In fact, it is often heard these days that dinosaurs are, in fact birds themselves. This is not precisely true. Birds are dinosaurs. But all Dinosaurs are not birds any more than all mammals are bats – but bats are indeed mammals. The lineage of birds however, stems directly from the theropod branch, and their kinship is obvious – theropod legs and their two-legged posture show a strong resemblance to modern birds – particularly big ground birds, such as ostrich, with most differences being attributable to the specializations of birds to flight and then readapting to the ground.

Dinosaurs filled every ecological niche during the course of their hundred and fifty million year reign, everything from top predator to herd animal, but other denizens co-existed amongst the rule of the dinosaurs, particularly the seas, which were dominated by myriad giant reptiles, and the flying pterosaurs which ruled the skies. The best-known examples of each major branch of Prehistoric Monsters are detailed here.

BIGGEST OF THEM ALL?

The largest dinosaur ever was unquestionably a sauropod – one of the massive, long-necked 'Thunder-Lizards' made famous by 'Brontosaurus' (unfortunately known in modern days by it' s 'scientifically correct' moniker, 'Apatosaurus') – but the question of which one of these was the biggest of all remains open to conjecture.

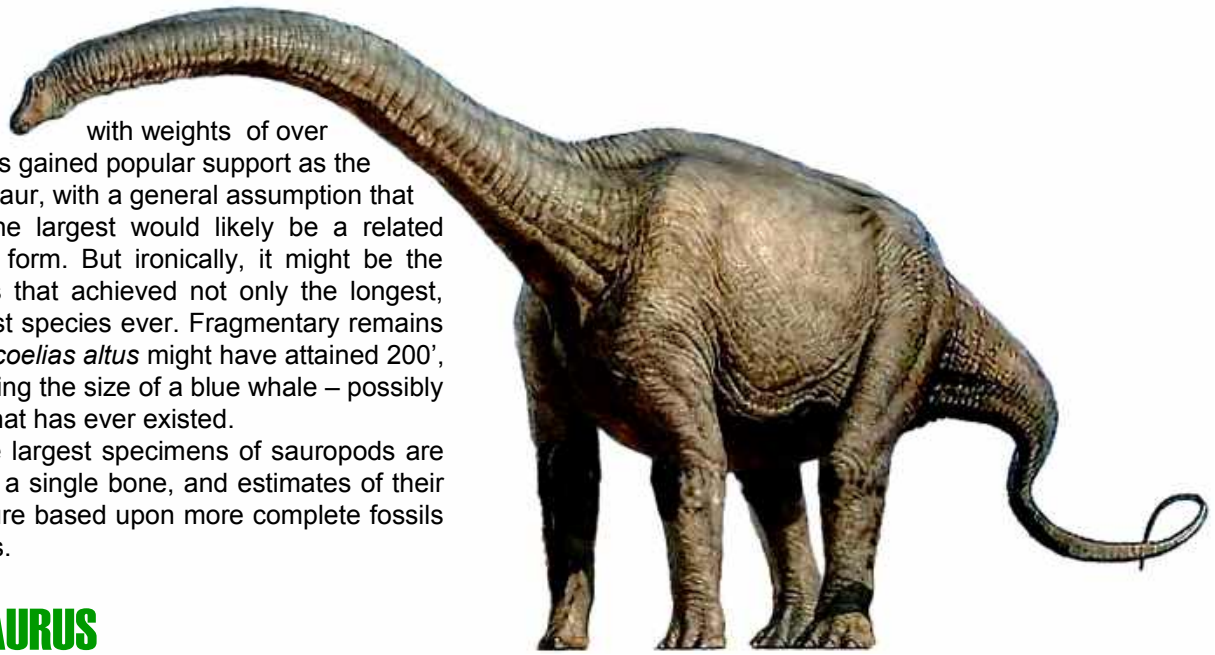
The two primary varieties of sauropod were the slender, long-necked, long-tailed Diplodocids, and the heavier-bodied, short-tailed and more-upright Brachiosaurids – which eventually developed into the truly gigantic Titanosaurs.

Diplodocus was traditionally considered the longest of dinosaurs – at 90-plus feet – but at twelve tons, it was far-outweighed by the massive **Brachiosaurus (Str43**), at up to 40 tons. Later discoveries of both species' descendants, however, far eclipsed either.

'Supersaurus' was a Diplodocid over 100 feet. But it was the discovery of the Cretaceous descendants of the brachiosaurs – the Titanosaurs – that showed how really massive some dinosaurs became.

Argentinosaurus (Str45) was among the largest, credited with weights of over 100 tons – and it has gained popular support as the largest known dinosaur, with a general assumption that if it wasn't, than the largest would likely be a related titanosaur of some form. But ironically, it might be the slender Diplodocids that achieved not only the longest, but also the heaviest species ever. Fragmentary remains suggest that *Amphicoelias altus* might have attained 200', and 150 tons – rivaling the size of a blue whale – possibly the largest animal that has ever existed.

NOTE: Many of the largest specimens of sauropods are literally known from a single bone, and estimates of their true size is conjecture based upon more complete fossils from related species.



ARGENTINOSAURUS

ARGENTINOSAURUS PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	11	-2	-1	4	-5	2	0

POWERS

Growth: Growth 12 (Innate; Permanent) • *24 points*
Scaly Hide: Protection 4 • *4 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Trample: Area Damage 12 (Limited to targets underfoot) • *12 points*

ADVANTAGES

All-out Attack, Power Attack

SKILLS

Perception 4 (+6), Expertise (Survival) 4 (-1)

OFFENSE

INITIATIVE -2

Trample	Close, Damage 12

DEFENSE

DODGE	-1	**FORTITUDE**	15
PARRY	-1	**TOUGHNESS**	15
WILL	2		

POWER POINTS

ABILITIES	-8	**SKILLS**	4
POWERS	44	**DEFENSES**	10
ADVANTAGES	2	**TOTAL**	51

COMPLICATIONS

Enemy: Giganotosaurus. The largest animal to ever walk the Earth, was stalked by the largest land carnivore. Battles between these titans must have been truly Earth-shattering..

BRACHIOSAURUS

BRACHIOSAURUS PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	10	-2	-1	4	-5	2	0

POWERS

Growth: Growth 11 (Innate; Permanent) • *22 points*
Scaly Hide: Protection 4 • *4 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Trample: Area Damage 12 (Limited to targets underfoot) • *12 points*

ADVANTAGES

All-out Attack, Power Attack

SKILLS

Perception 4 (+6), Expertise (Survival) 4 (-1)

OFFENSE

INITIATIVE -2

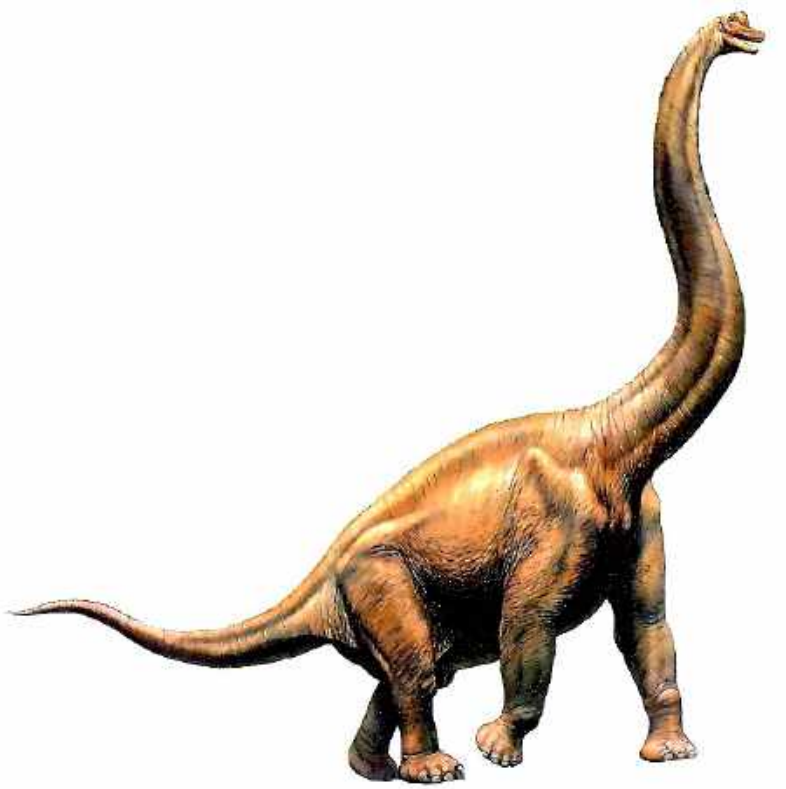
Trample	Close, Damage 11

DEFENSE

DODGE	-1	**FORTITUDE**	15
PARRY	-1	**TOUGHNESS**	13
WILL	2		

POWER POINTS

ABILITIES	-8	**SKILLS**	4
POWERS	38	**DEFENSES**	10
ADVANTAGES	2	**TOTAL**	46.



BRONTOSAURUS

BRONTOSAURUS PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	9	-2	-1	4	-5	2	0

POWERS

Growth: Growth 10 (Innate; Permanent) • *20 points*
Scaly Hide: Protection 3 • *3 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Trample: Area Damage 11 (Limited to targets underfoot) • *11 points*

ADVANTAGES

All-out Attack, Power Attack

SKILLS

Perception 4 (+6), Expertise (Survival) 4 (-1)

OFFENSE

INITIATIVE -2

Trample	Close, Damage 11

DEFENSE

DODGE	-1	**FORTITUDE**	15
PARRY	-1	**TOUGHNESS**	12
WILL	2		

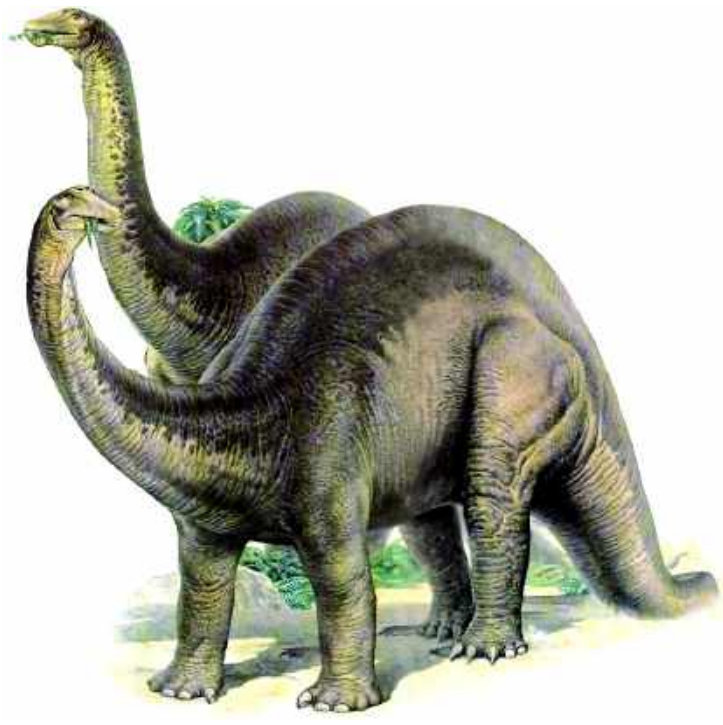
POWER POINTS

ABILITIES	-10	**SKILLS**	4
POWERS	38	**DEFENSES**	12
ADVANTAGES	2	**TOTAL**	46

THUNDER-LIZARD

One of the most famous dinosaurs in the world, the name **'Brontosaurus'** has, in modern times fallen into disuse as the rules of nomenclature favor the name 'Apatosaurus'. When the species was discovered, confusion over similar specimens resulted in more than one generic name being assigned to the species… and the older name is the one favored. It's unfortunate for a number of reasons, not the least being the fact that it renders one of the first, best-known species illegitimate – besides the fact that 'Brontosaurus' is simply the better name - the 'Thunder Lizard' – certainly a better moniker than 'Apatosaurus' - the 'Deceptive Lizard.' Considering that the rules of nomenclature are in place to honor the individual who identified the species, and the fact that Professor Charles Marsh coined both names, it would more greatly honor the man (rather than the rule), by favoring the more famous name.

Brontosaurus is one of the stockiest versions of the elongated Diplodocid sauropod form, and the name became synonymous with colossal size – for the better part of a century it was only rivaled in size by the heavier Brachiosaurus and the longer Diplodocus. It is possible that the gigantic Diplodocid, *Amphicoelias altus*, at nearly 200 feet represents a branch of the stockier branch of elongated sauropods – in which case, Brontosaurus relatives still represent the very largest of Dinosaurs. **(Str42)**



DUCKBILL DINOSAURS

PARASAUROLOPHUS — PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	8	0	-1	6	-4	2	0

POWERS

Growth: Growth 7 (Innate; Permanent) • *14 points*
Scaly Hide: Protection 2 • *3 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*

ADVANTAGES

All-out Attack, Power Attack

SKILLS

Perception 4 (+6), Expertise (Survival) 4 (+0)

OFFENSE

INITIATIVE -2

Unarmed +6	Close, Damage 9

DEFENSE

DODGE	4	**FORTITUDE**	12
PARRY	4	**TOUGHNESS**	10
WILL	2		

POWER POINTS

ABILITIES	12	**SKILLS**	8
POWERS	25	**DEFENSES**	7
ADVANTAGES	4	**TOTAL**	66

DUCKBILL DINOSAURS

The 'duckbills' were one of the most successful groups of herbivorous dinosaurs in the Late Cretaceous. Descended from the iguanodonts, duckbills were once believed to be marsh dwellers but are now known to be herd animals like deer and antelope. Lacking the obvious weaponry of the ceratopsians or ankylosaurs, duckbills were nonetheless capable of defending themselves with their massive tails and probably could deliver damaging kicks with their rear legs like a modern horse. Some species also grew quite large.

HORNED & ARMORED DINOSAURS

ANKYLOSAURUS — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
6	6	0	-2	6	-4	2	0

POWERS

Armor Plates: Protection 8, Limited to back • *8 points*
Growth: Growth 7 (Innate; Permanent) • *14 points*
Scaly Hide: Protection 6 • *6 points*
Senses 3 (Low-Light Vision, Scent, Track) • *3 points*
Club Tail: Strength-based Damage 4, Reach 1 • *6 points*

ADVANTAGES

All-out Attack, Power Attack

SKILLS

Perception 8 (+10), Expertise (Survival) 4 (+0)

OFFENSE

INITIATIVE +0

Club Tail +6	Close Damage 14
Unarmed +6	Close, Damage 9

DEFENSE

DODGE	2	**FORTITUDE**	12
PARRY	4	**TOUGHNESS**	12/14*
WILL	2	*Armor Plates	

POWER POINTS

ABILITIES	6	**SKILLS**	4
POWERS	28	**DEFENSES**	12
ADVANTAGES	2	**TOTAL**	62

ARMORED DREADNAUGHT

The tank-like **Ankylosaurus** sprang up in the Late Cretaceous, adapting heavy, spiked, tortoise-like armor, and a massive club tail – well-suited to sharing an environment with *T. rex*. One swipe from the clubbed tail could easily break a tyrannosaur's leg, and it is believed *T. rex* fed less frequently on Ankylosaurus than other herbivorous dinosaurs.

STEGOSAURUS

STEGOSAURUS PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	6	0	-2	3	-4	1	-4

POWERS

Back Plates: Protection 6, Limited to back • *6 points*
Growth: Growth 7 (Innate; Permanent) • *14 points*
Scaly Hide: Protection 4 • *4 points*
Senses 3 (Low-Light Vision, Scent, Track) • *3 points*
Spiked Tail: Strength-based Damage 4, Reach 2 • *6 points*

ADVANTAGES

All-out Attack, Power Attack

SKILLS

Perception 8 (+10), Expertise (Survival) 4 (-1)

OFFENSE

INITIATIVE -2

Tail +6	Close Damage 14
Unarmed +6	Close, Damage 9

DEFENSE

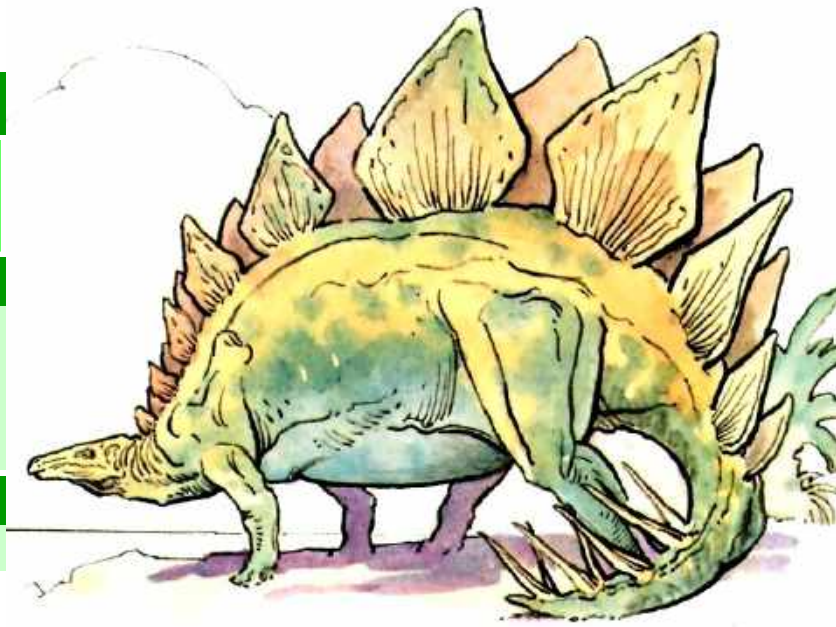
DODGE	2	**FORTITUDE**	12
PARRY	4	**TOUGHNESS**	10/12*
WILL	2	*Back Plates	

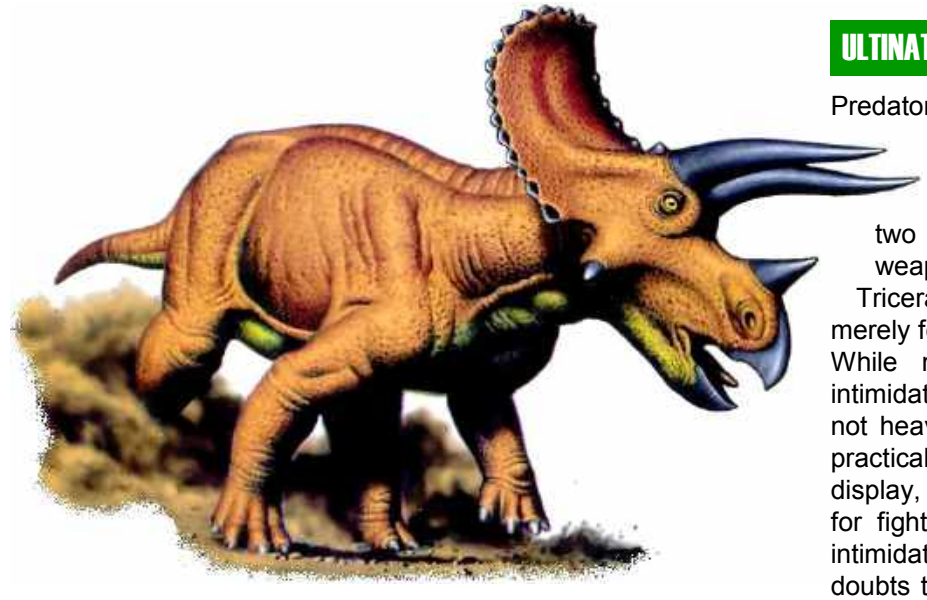
POWER POINTS

ABILITIES	4	**SKILLS**	7
POWERS	33	**DEFENSES**	12
ADVANTAGES	2	**TOTAL**	58

TERROR CROCODILE

Stegosaurus was one of the first examples of dinosaurian defense weaponry taken to extreme, with its lethal tail spikes and, of course, its spectacular back plates. The purpose of these plates, has been much debated, with some contending they were for display only, others suggesting that they functioned as an exterior thermostat, similar to an African elephant's ears. Their edges, however, were quite sharp, so it is likely that the stegosaur's bizarre ornaments fulfilled all three purposes – and living in the same environment as the Jurassic allosaurs, defense was a likely a priority in any case. Stegosaurus also claims the dubious honor of being the stupidest of dinosaurs, with its brain famously being the size of a walnut. **(Str35)**





TRICERATOPS

TRICERATOPS PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	7	0	-2	4	4	2	0

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 4 • *4 points*
Senses 4 (Low-Light Vision, Scent) • *4 points*
Shield: Protection 6, Limited to head and neck • *11 points*
'Three Horned Face': Strength-based Damage 4, Penetrating 10 • *14 points*

ADVANTAGES

All-out Attack, Improved Critical (Horns), Power Attack

SKILLS

Perception 8 (+10), Expertise (Survival) 4 (+0)

OFFENSE

INITIATIVE +0

Horns +7	Close Damage 14 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	2	**FORTITUDE**	13
PARRY	4	**TOUGHNESS**	11/13*
WILL	2	*Shield	

POWER POINTS

ABILITIES	8	**SKILLS**	4
POWERS	27	**DEFENSES**	12
ADVANTAGES	2	**TOTAL**	53

ULTINATE DEFENSE

Predator/prey biomechanics have never been more evident than between the two deadliest rivals in the dinosaur world – ***T. rex*** and **Triceratops**. At no time in history have two opponents ever developed such devastating weaponry. Amusingly, some have suggested that Triceratops' massive horns and shield were intended merely for display.

While many animals do have adaptations for an intimidating bluff, they are low-energy-cost appendages, not heavy-duty fixtures anchored in bone – those have practical, utilitarian use. A cobra hood, for example, is for display, or a lion's mane. Horns, on the other hand, are for fighting; and while they certainly can be used for intimidation or inter-species combat, pity the wolf who doubts the practical use of a deer's spikes. And besides the simple presence of Triceratops' robust, six-foot horns, there is also the specific angle in which they evolved - right into the belly of a Rex.

Some have also suggested that Triceratops' neck frill was too thin to act as a shield. This overlooks the obvious. No doubt the frill was an effective display – but it also provided anchor points for the muscles that powered the head and its lethal horns. It was also right over the neck - it would have had to serve as a shield whether it was intended to or not. And the supposed frailty of the shield is actually similar to the sturdy but economically light skull of *T. rex* itself. Like an oyster shell or an eggshell, the frill was quite strong in certain directions, with good tensile strength.

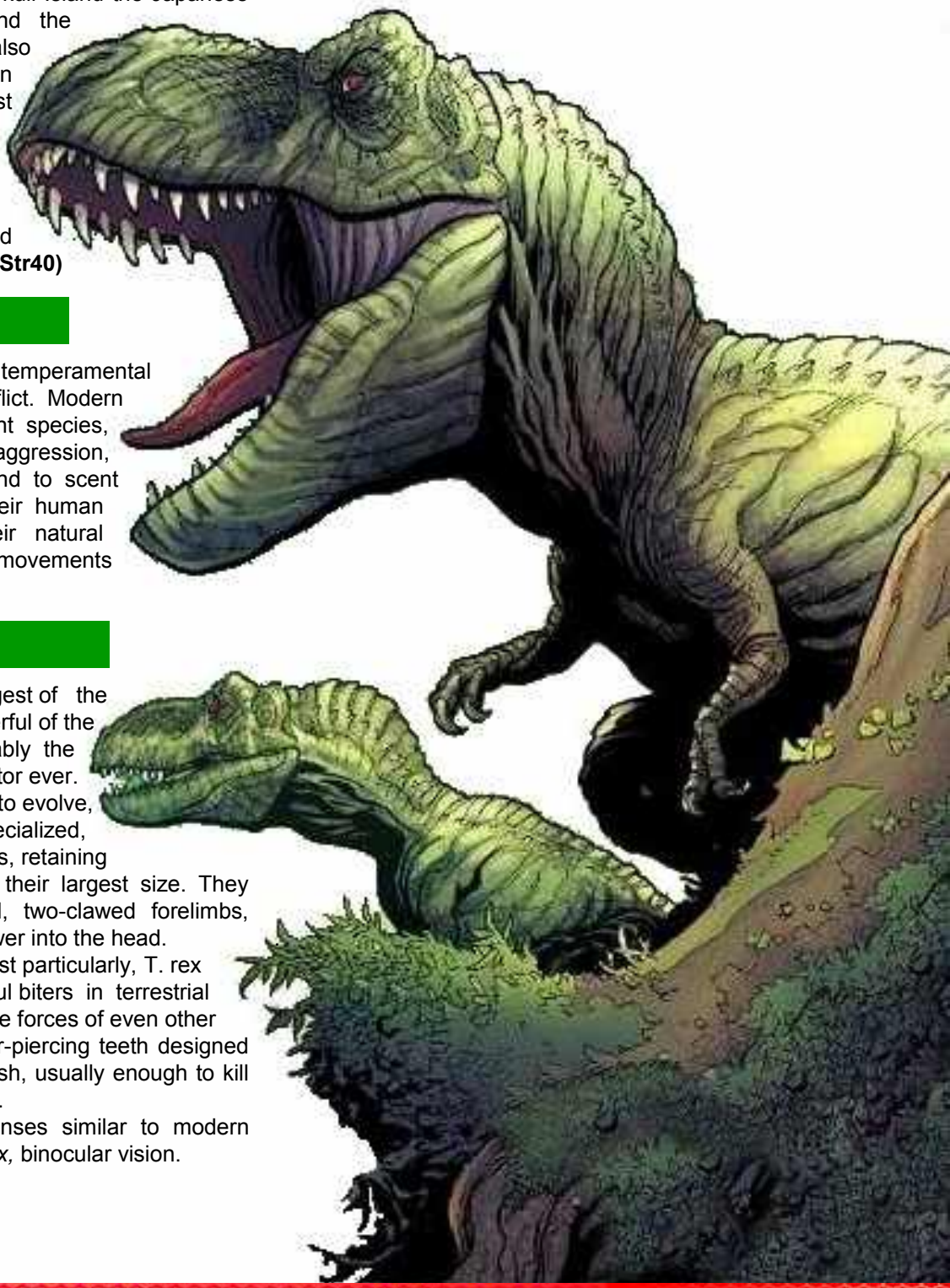
The shield was also quite sharp, and Just as the horns of the Triceratops are angled unerringly at the *T. rex*' belly, the shield is positioned in such a way that it would slash any attacking *T. rex* that went for its neck right across the face and eyes. So, while perhaps more lightly constructed than first suspected, the Triceratops' frill was quite a functional defensive shield. **(Str40)**

TYRANNOSAURUS REX

Tyrannosaurus rex was among the last of the dinosaurs to evolve, flourishing near the very End of the Dinosaurs' reign. The thesis-statement of theropod evolution, the *T. rex* was the largest of the fleet-footed and strong-jawed tyrannosaur-clan, which ruled North America during the Late Cretaceous.

The tyrannosaurs were mostly wiped out at the end of the Cretaceous period, along with the rest of the Dinosaurs, over sixty-million years ago. Isolated pockets have survived, however, and continue to exist in various places around the world – notably on Skull Island the Japanese Islands, Pellucidar, Skartaris and the Savage Land. There were also once rumors of a small population living in the American Southwest near the end of the 19th Century. *T. rex'* relative youth in the fossil beds has also preserved a significant amount of DNA material, which has facilitated efforts at modern- day cloning. **(Str40)**

REAL NAME: TYRANNOSAURUS REX (GENUS-SPECIES)
OCCUPATION: TOP PREDATOR
BASE: PREHISTORIC NORTH AMERICA
HEIGHT: 18' **WEIGHT:** 6 – 8 TONS
EYES: RED **HAIR:** NONE



PERSONALITY

T. rex has been speculated as a temperamental sort, prone to interspecies conflict. Modern examples, cloned and remnant species, demonstrate high levels of aggression, although are known to respond to scent and other stimuli like dogs, their human handlers learning to curb their natural aggression with the proper movements and manners.

POWERS AND ABILITIES

Tyrannosaurus rex was the largest of the tyrannosaurs and the most powerful of the flesh-eating dinosaurs – probably the most powerful land-based predator ever. Among the last of the dinosaurs to evolve, the tyrannosaurs were highly specialized, being the fastest of the theropods, retaining adaptations for speed even at their largest size. They were also typified by reduced, two-clawed forelimbs, focusing all the predatory firepower into the head.

Tyrannosaurs in general, but most particularly, T. rex itself, represent the most powerful biters in terrestrial predator history, eclipsing the bite forces of even other theropods, combined with armor-piercing teeth designed to scoop out large chunks of flesh, usually enough to kill even large prey in a single strike.

Tyrannosaurs had olfactory senses similar to modern vultures, and in the case of *T. rex,* binocular vision.

TYRANNOSAURUS REX — PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	9	0	-1	8	-4	3	0

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 2 • *2 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Teeth: Strength-based Damage 4, Penetrating 10 • *14 points*

ADVANTAGES

All-out Attack, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

SKILLS

Perception 8 (+11), Expertise (Survival) 4 (+0)

OFFENSE

INITIATIVE +4

Teeth +8	Close Damage 14 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	5	**FORTITUDE**	12
PARRY	7	**TOUGHNESS**	11
WILL	3		

POWER POINTS

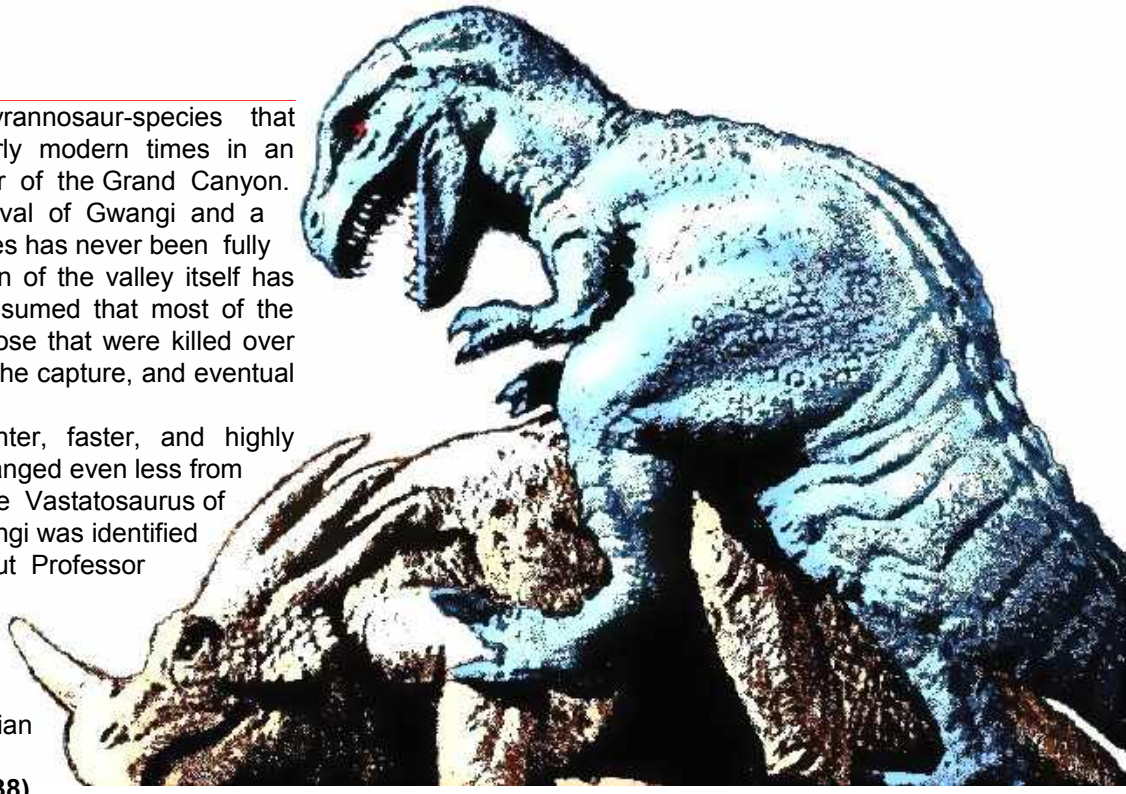
ABILITIES	18	**SKILLS**	6
POWERS	36	**DEFENSES**	15
ADVANTAGES	5	**TOTAL**	80

KING OF THE TYRANT LIZARDS

Despite the recent discovery of larger theropods – Giganotosaurus, and possibly Carcharodontosaurus and Spinosaurus, the mighty *T. rex* remains the single most destructive predatory force that ever evolved on land. In spite of its great size, Tyrannosaurus retained adaptations for speed similar to its ostrich-mimic relatives, and while it's top ranges are debated, it is certainly the fastest animal for its size ever evolved. It also developed forward-facing eyes, giving it advanced binocular vision, and was the largest-brained of all dinosaurs, so it had an intellectual edge over the competition as well.

It was its jaws, however, that truly separated the *Tyrannosaurus rex* from the field. The extreme skull strength of *T. rex* far outclassed any of the other contenders, its wide, heavily reinforced skull and neck boasting muscles nearly as powerful as its legs. And as opposed to the slashing blades of the narrow-skulled, allosaurian Giganotosaurus, *T. rex*' banana-thick teeth, arranged like a sharpened ice-cream scoop that actually bit OUT huge chunks of flesh, combined with its thick, muscular neck, gave the Tyrannosaurus an attack similar to a charging Great White Shark – a massively destructive first strike – an especially devilish variation of the theropod attack and retreat strategy that would have left *T. rex*' prey completely incapacitated or dead – a necessary adaptation considering the large and dangerous horned dinosaurs that comprised the bulk of its prey.

GWANGI



Gwangi was a remnant tyrannosaur-species that managed to survive until nearly modern times in an isolated valley in a remote corner of the Grand Canyon. The factors resulting in the survival of Gwangi and a number of other saurian species has never been fully investigated. The exact location of the valley itself has been lost to time, and it is presumed that most of the remaining relic species were those that were killed over the course of events that led to the capture, and eventual demise of Gwangi himself.

Gwangi was a somewhat lighter, faster, and highly aggressive species, perhaps changed even less from ancestral tyrannosaurs than the Vastatosaurus of Skull Island. Interestingly, Gwangi was identified as an allosaur in early reports, but Professor Raymond Harryhausen, who is the world's leading expert on the relic creatures of Gwangi's 'Forbidden Valley' has recently confirmed Gwangi's tyrannosaurian lineage.

(See Allosaurus or *T. rex)* (Str38)

PERSONALITY

Gwangi was a highly energetic, particularly aggressive creature, attacking any creature he happened to come across, often not even bothering to eat one kill – even one as large as a Styracosaurus or an elephant - before charging off after something else. Gwangi was extremely territorial as well.

GWANGI PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	8	0	-1	8	-4	3	0

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*

Scaly Hide: Protection 2 • *2 points*

Senses 4 (Low-Light Vision, Scent, Track) • *4 points*

Teeth: Strength-based Damage 4, Penetrating 10 • *14 points*

ADVANTAGES

All-out Attack, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

SKILLS

Perception 8 (+11), Expertise (Survival) 4 (+0)

OFFENSE

INITIATIVE +4

Teeth +8	Close Damage 14 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	5	**FORTITUDE**	12
PARRY	7	**TOUGHNESS**	10
WILL	3		

POWER POINTS

ABILITIES	16	**SKILLS**	6
POWERS	36	**DEFENSES**	16
ADVANTAGES	5	**TOTAL**	79

ALLOSAURUS OR T. REX?

Gwangi is often referred to as an Allosaurus, because Willis O'Brien labeled him as one in the original script back in the forties. However, O'Bie apparently didn't draw much distinction between the big theropods, because he also referred to the *T. rex* in *King Kong* as an 'allosaur' on set. In point of fact, both the Kong rex and Gwangi himself (including the version created for the aborted forties movie) were all based on the same iconic Charles R. Knight painting of *T. rex* – instantly recognizable due to the eye incorrectly placed in one of the nasal sockets, and thus too far forward on the skull – a trait also reflected in the Rhedosaurus' head from *Beast From 20,000 Fathoms.*

JURASSIC PARK T. REX

The now world-famous Jurassic Park was the first known attempt at cloning extinct creatures for profit. Unfortunately, as is often the case when profit is the motivating factor, corners tend to get cut in order to maximize the bottom line. Glitches inevitably result, and in this case, you had an island full of dinosaurs with jumbles of interacting DNA from a myriad of different creatures. These dinosaurs showed varying mutations; the *T. rex* demonstrated amphibian-style blindness to moving objects, and the Velociraptors actually developed the frog-like ability to change sex. More unfortunately than that, the construction standards of the zoo itself represented more corner-cutting and the animals eventually escaped. All the animals in the park were destroyed, but it has since been revealed that other islands were used as genetic breeding warehouses, retaining dinosaur populations of their own. This is to say nothing of animals that may have escaped to the mainland. **(Str40)**

PERSONALITY

The Jurassic Park *T. rex* was a typical monster on the loose. The mated pair on Site B demonstrated parental care, traveling many miles to search out a lost infant – shown by both parents, as the male also demonstrated aggressive protective instincts. The Jurassic Park *T. rex* were also territorial and appeared to pair-bond. It is unknown if this was true in historical tyrannosaurs, or a reflection of the bio-genetic engineering that created them.

JURASSIC PARK T. REX — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	9	0	-1	8	-4	3	0

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*

Scaly Hide: Protection 2 • *2 points*

Senses 4 (Low-Light Vision, Scent, Track) • *4 points*

Teeth: Strength-based Damage 4, Penetrating 10 • *14 points*

ADVANTAGES

All-out Attack, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

SKILLS

Perception 8 (+11), Expertise (Survival) 4 (+0)

OFFENSE

INITIATIVE +4

Teeth +8 — Close Damage 14 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	5	**FORTITUDE**	12
PARRY	7	**TOUGHNESS**	11
WILL	3		

POWER POINTS

ABILITIES	18	**SKILLS**	6
POWERS	36	**DEFENSES**	15
ADVANTAGES	5	**TOTAL**	80

COMPLICATIONS

Genetic Abnormalities: The JP *T. rex* demonstrated amphibian style blindness to non-moving prey – a reflection of the frog DNA used to create many of the Jurassic Park dinosaurs. It is possible that this created problems with the *T. rex*' normally highly acute sense of smell as well. The Velociraptors also demonstrated amphibian gender-shifting although this was never shown for *T. rex*.

Lysine Deficiency: All the dinosaurs at Jurassic Park were genetically designed to be unable to produce the amino-acid lysine, so that, if they were to escape the island, they would quickly die without supplements. Nature solved the problem for them, however, with the herbivores eating high-lysine-content vegetation, while the carnivores ate the herbivores.

VASTASAURUS REX — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	9	0	-1	8	-4	3	0

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 2 • *2 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Teeth: Strength-based Damage 4, Penetrating 11 • *154 points*

ADVANTAGES

All-out Attack, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

SKILLS

Perception 8 (+11), Expertise (Survival) 4 (+0)

OFFENSE

INITIATIVE +4

Teeth +8 — Close Damage 14 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	5	**FORTITUDE**	12
PARRY	7	**TOUGHNESS**	11
WILL	3		

POWER POINTS

ABILITIES	18	**SKILLS**	6
POWERS	37	**DEFENSES**	15
ADVANTAGES	5	**TOTAL**	81

PERSONALITY

Vastatosaurus rex was the apex predator on the legendary Skull Island. Extremely heavily built descendants of Cretaceous tyrannosaurs, the Vastatosaurus were pack hunters that traveled in family groups, and were very territorial, with both the raptor-like Venatosaurus and the giant *Megaprimatus kong* apes that shared the island.

Like another remnant species, Gwangi of Lost Valley, the teen-aged juvenile *Vastatosaurus rex* demonstrated a tendency to charge literally anything that moved, not even waiting to swallow it's current mouthful, before chasing off after something else – possibly suggesting that the slightly under-sized Gwangi, might have also been a fast-growing juvenile.

The Vastatosaurus also seemed to really like the smell of human beings, chasing them, Hail Mary, right off the edges of cliffs. **(Str40)**.

VASTATOSAURUS REX

Vastatosaurus *rex* is a modern remnant dinosaur species descended from the prehistoric *Tyrannosaurus rex*, and has been discovered inhabiting any of a series of islands along the pacific chain. Most famous of these was the notorious 'Skull Island' – home of the mighty giant gorilla, known as 'King Kong.' Skull Island is believed to be the primary source of most of the prehistoric throwback species in evidence today; protected by volcanic gases from the climate change that killed the rest of the dinosaurs, the island had become a literal Lost World, a place where Mesozoic evolution had continued unabated.

Because of its isolation, there was little infiltration from invasive modern animals, save for the 'Kong' ape-species, which was apparently introduced, several million years ago. On Skull Island, the giant gorillas and the Vastatosaurus were deadly enemies – fact, the *V. rex* species seemed to have won the ages-long rivalry as Kong himself was apparently the last surviving member of his species. Skull Island eventually sank into the sea, but remnant animals have been discovered on other islands – particularly those near the isles of Japan…. where the nuclear testing was done during the fifties

NOTE: *V. rex* also retains the characteristic forward-oriented eye of the Charles R. Knight painting, consistent with both Gwangi and the original Kong rex.

OTHER TYRANNOSAURS

GORGOSAURUS PL11 77 POINTS

Abilities: **Str** 9 **Sta** 8 **Agi** 0 **Dex** -1 **Fgt** 8 **Int** -4 **Awe** 3 **Pre** 0

Powers: **Growth:** Growth 7 (Innate; Permanent), **Scaly Hide:** Protection 2, **Senses 4** (Low-Light Vision, Scent, Track), **Teeth:** Strength-based Damage 4, Penetrating 8

Advantages: All-out Attack, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

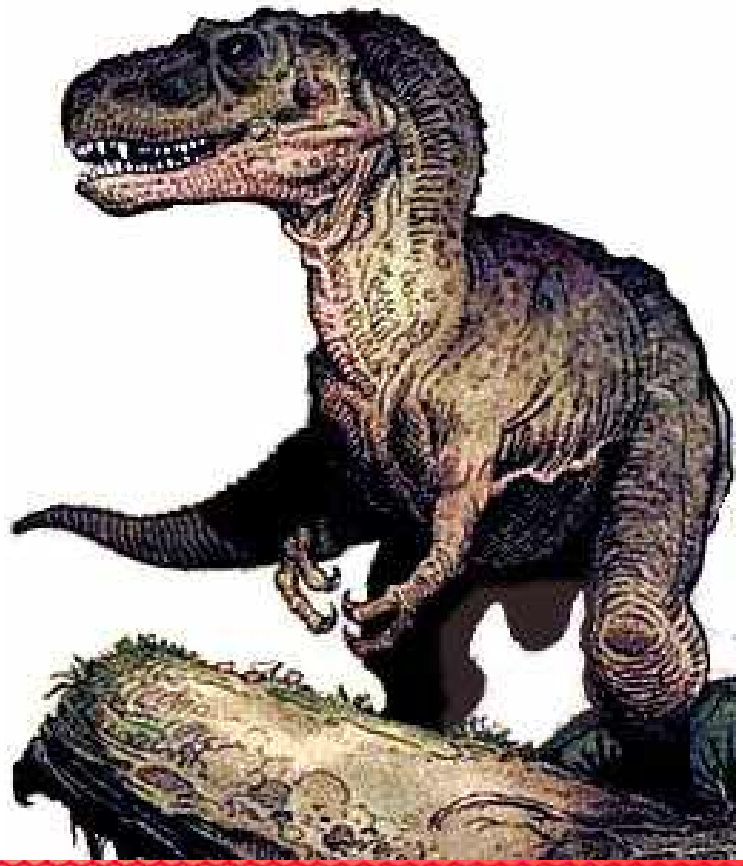
Skills: Perception 8 (+9), Expertise (Survival) 4 (+6)

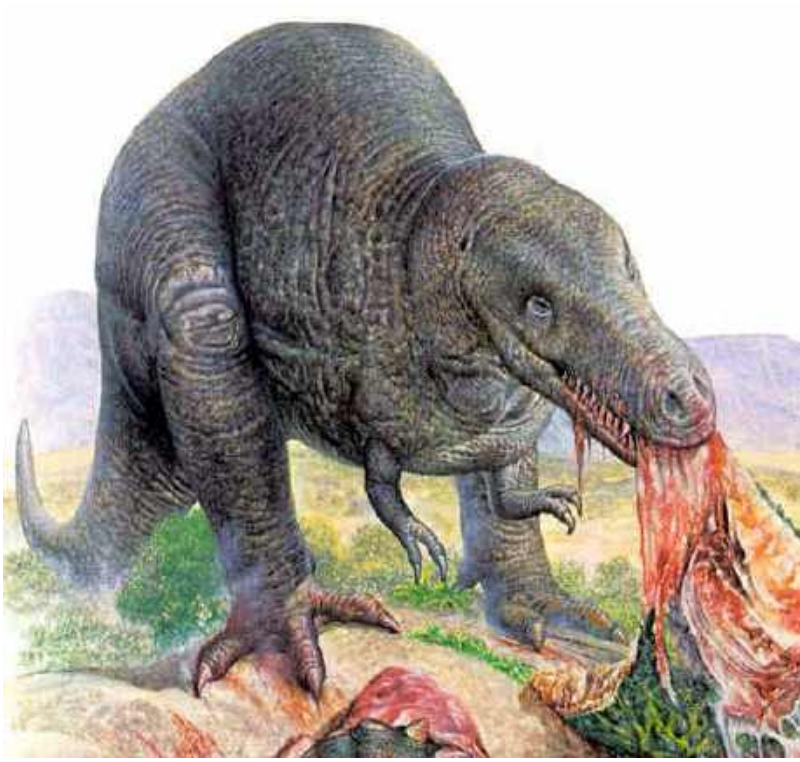
Offense: Initiative +4, Teeth +8, Close Damage 13 (Penetrating 8) Crit. 19-20

Defense: Dodge 6, Parry 8, Fortitude 12, Will 3, Toughness 10

Totals: Abilities 18 + Powers 32 + Advantages 5 + Skills 6 + Defenses + 16 = 77

Gorgosaurus libratus (sometimes synonymous with 'Albertosaurus) is a smaller, faster, earlier relative of T. rex. It is the first true giant of the clan, with typical large head, reduced forelimbs, and adaptations for speed. Adult Gorgosaurus were likely the fastest runners of any large theropod. It's teeth were more blade-like than T. rex, and it's general structure was more gracile than it's contemporary tyrannosaur cousin, Daspletosaurus, suggesting that the Gorgosaurus specialized in hunting the abundant hadrosaurs, as opposed to the heavy-duty horned ceratopsians, which would have been specialty of the Daspletosaurus. **(Str35)**





DASPLATOSAURUS PL11 78 POINTS

Abilities: **Str** 9 **Sta** 8 **Agi** 0 **Dex** -1 **Fgt** 8 **Int** -4 **Awe** 3 **Pre** 0

Powers: **Growth:** Growth 7 (Innate; Permanent), **Scaly Hide:** Protection 2, **Senses 4** (Low-Light Vision, Scent, Track), **Teeth:** Strength-based Damage 4, Penetrating 9

Advantages: All-out Attack, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

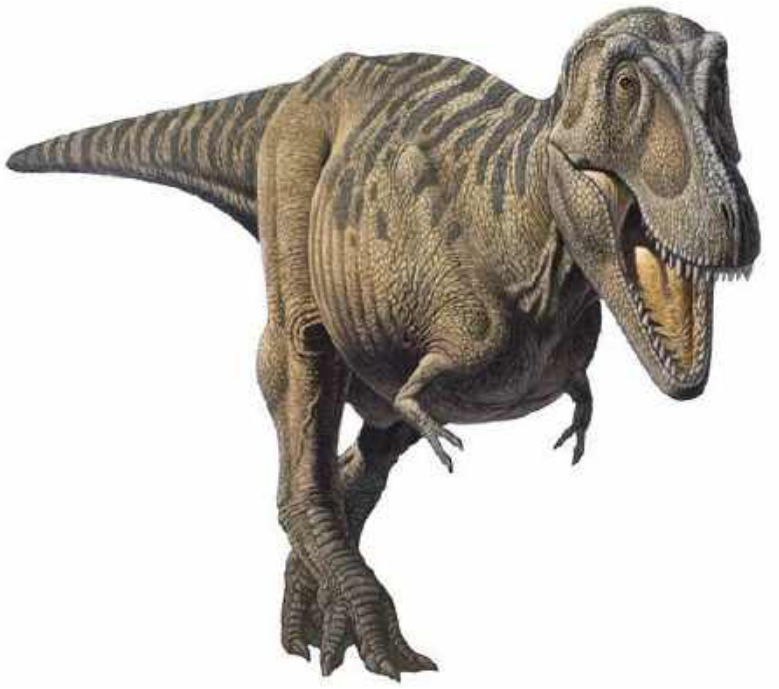
Skills: Perception 8 (+9), Expertise (Survival) 4 (+6)

Offense: Initiative +4, Teeth +8, Close Damage 13 (Penetrating 9) Crit. 19-20

Defense: Dodge 5, Parry 7, Fortitude 12, Will 3, Toughness 10

Totals: Abilities 18 + Powers 33 + Advantages 5 + Skills 6 + Defenses + 16 = 78

Daspletosaurus torosus is considered by some the first and smallest of the Tyrannosaurus genus, which it would share with the Asian *Tarbosaurus (Tyrannosaurus) battar* and *Tyrannosaurus. rex* itself. While this likely over-simplifies the genera, *Daspletosaurus torosus*, is still the first of the 'heavy-duty' super-skulled tyrannosaurs – representative of the evolutionary trend towards increasingly powerful, strong-jawed predators, adapting specifically to hunt the dangerous horned ceratopsians, while its more lightly-built cousin, *Gorgosaurus libratus* preyed on hadrosaurs – a notion supported by population studies, showing a corresponding predator prey ratio. (**Str36)**



TARBOSAURUS PL11 78 POINTS

Abilities: Str 10 **Sta** 8 **Agi** 0 **Dex** -1 **Fgt** 8 **Int** -4 **Awe** 3 **Pre** 0

Powers: Growth: Growth 8 (Innate; Permanent), **Scaly Hide:** Protection 2, **Senses 4** (Low-Light Vision, Scent, Track), **Teeth:** Strength-based Damage 4, Penetrating 9

Advantages: All-out Attack, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

Skills: Perception 8 (+9), Expertise (Survival) 4 (+6)

Offense: Initiative +4, Teeth +8, Close Damage 15 (Penetrating 9) Crit. 19-20

Defense: Dodge 5 Parry 7, Fortitude 12, Will 3, Toughness 10

Totals: Abilities 16 + Powers 35 + Advantages 5 + Skills 6 + Defenses + 16 = 78

Tarbosaurus bataar was the Asian cousin of *T. rex*. Beyond minor differences in the skull, Tarbosaurus is a virtual duplicate of *T. rex*, and likely would have been assigned to the genus Tyrannosaurus if it had been found in America. Some researchers still believe the two species should be reclassified as co-generic – *Tyrannosaurus bataar* – a lion versus a tiger separation. On the other hand, *T. bataar* does have a narrower skull, with a probably less-powerful bite, along with more bladelike teeth – perhaps a specialization in hunting the medium-sized sauropods that shared its habitat versus the ceratopsians that *T. rex* preyed upon. The Asian predator is also somewhat smaller, probably due to its more arid environment, and is a couple of million years more ancient, so most modern scientists maintain the separate genus for Tarbosaurus.

OTHER THERAPODS

The tyrannosaurs had plenty of company in the giant, toothy, rampaging monster category; some of their more notorious compatriots are listed below:

ALLOSAURUS PL10 60 POINTS

Abilities: Str 9 **Sta** 8 **Agi** 0 **Dex** -1 **Fgt** 7 **Int** -4 **Awe** 2 **Pre** 0

Powers: Claws: Strength-based Damage 3, **Growth:** Growth 7 (Innate; Permanent), **Scaly Hide:** Protection 2, **Senses 3** (Low-Light Vision, Scent, Track), **Teeth:** Strength-based Damage 3

Advantages: All-out Attack, Improved Grab, Improved Initiative

Skills: Perception 8 (+10), Expertise (Survival) 4 (+6)

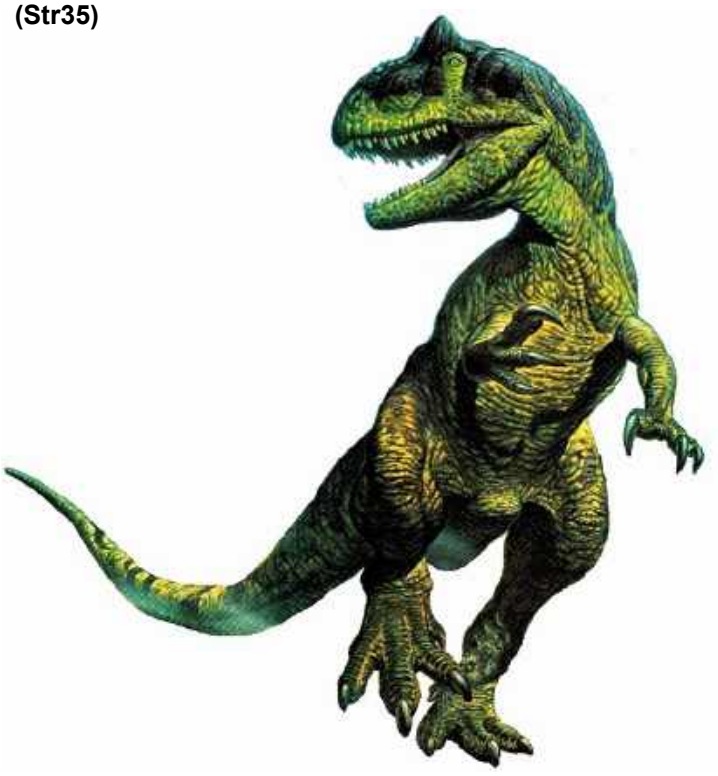
Offense: Initiative +3, Claws +7, Close Damage 12, Teeth +7, Close Damage 12

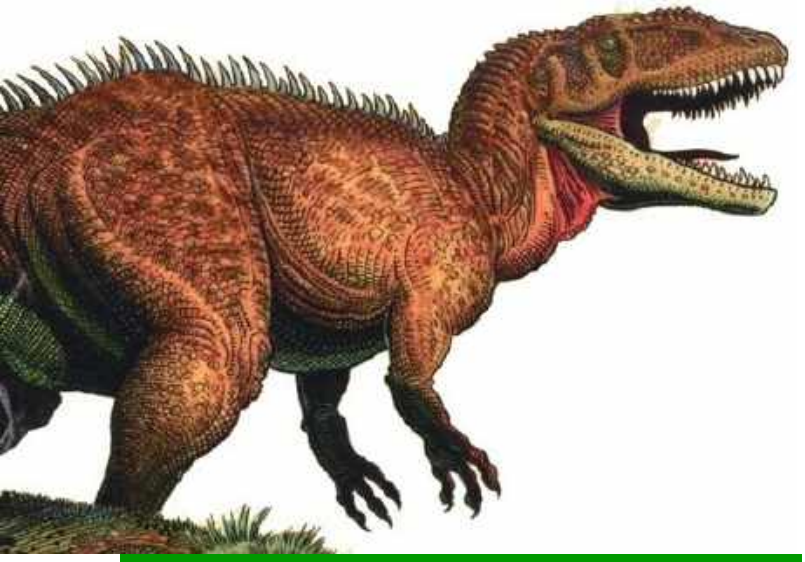
Defense: Dodge 4, Parry 6, Fortitude 10, Will 2, Toughness 10

Totals: Abilities 14 + Powers 25 + Advantages 3 + Skills 6 + Defenses + 12 = 60

Allosaurus is the generic theropod, without the specializations that define the others. It was the first giant of the advanced Carnosaurs and its descendants, the carcharodonts, were the largest theropods ever. With Allosaurus, the carnosaurs split off from the coelurosaurs, the group that eventually produced the tyrannosaurids.

NOTE: Fragmentary evidence suggests individual allosaurs achieved sizes approaching *T. rex* – perhaps separate species – ***Allosaurus amplexus***, or ***Saurophaganax maximus***. Add **Growth 8**, at **PL11**. **(Str35)**





CARCHARODONTOSAURUS PL10 62 POINTS

Abilities: Str 10 **Sta** 9 **Agi** 0 **Dex** -1 **Fgt** 7 **Int** -4 **Awe** 2 **Pre** 0

Powers: Claws: Strength-based Damage 2, **Growth:** Growth 8 (Innate; Permanent), **Scaly Hide:** Protection 2, **Senses 3** (Low-Light Vision, Scent, Track), **Teeth:** Strength-based Damage 3

Advantages: All-out Attack, Improved Grab, Improved Initiative

Skills: Perception 8 (+10), Expertise (Survival) 4 (+6)

Offense: Initiative +3, Claws +7, Close Damage 12, Teeth +7, Close Damage 13

Defense: Dodge 4, Parry 5, Fortitude 12, Will 2, Toughness 11

Totals: Abilities 14 + Powers 26 + Advantages 3 + Skills 6 + Defenses + 13 = 62

GUINNESS WORLD RECORD HOLDER...

… as the largest land predator of all time, the African ***Carcharodontosaurus saharicus*** was actually edged out of the number one spot by its closely related South American cousin, *Giganotosaurus carolini* (although there was undoubtedly some overlap in size range between the two similar species), but was nevertheless still one of the biggest killers of all time – equal in size or even larger than the biggest specimens of T. rex.

Interestingly, Carcharodontosaurus shared its habitat with one of the other contenders for 'largest land predator of all time' the poorly known *Spinosaurus aegyptiacus* – which might have attained the greatest length (if not weight) of any theropod. The presence of two large predators is unusual, and it is suspected that the top predator of large land game was the huskier carcharodont, while the more lightly built spinosaur was a fish-eater, thus not putting the two into direct competition. Carcharodontosaurus was similar to its cousin, Giganotosaurus with its 'shark-like' bladed teeth, set in a long narrow jaw, which would have delivered huge ragged wounds to the gigantic 50-100 ton titanosaurs (sauropods) that comprised the bulk of its prey.

CERATOSAURUS PL9 57 POINTS

Abilities: Str 8 **Sta** 8 **Agi** 0 **Dex** -1 **Fgt** 7 **Int** -4 **Awe** 2 **Pre** 0

Powers: Claws: Strength-based Damage 3, **Growth:** Growth 7 (Innate; Permanent), **Scaly Hide:** Protection 1, **Senses 3** (Low-Light Vision, Scent, Track), **Teeth:** Strength-based Damage 3

Advantages: All-out Attack, Improved Grab, Improved Initiative

Skills: Perception 8 (+10), Expertise (Survival) 4 (+6)

Offense: Initiative +3, Claws +7, Close Damage 11, Teeth +7, Close Damage 11

Defense: Dodge 5, Parry 6, Fortitude 10, Will 2, Toughness 9

Totals: Abilities 12 + Powers 24 + Advantages 3 + Skills 6 + Defenses + 12 = 57

Ceratosaurus nasicornis was the most primitive group of large theropods, with thick, yet flat ribs, four-fingered hands, and big teeth. This famous dinosaur is known for its nose horn, which was not a hunting weapon, but some speculate it was used for inter-species head-butting. Ceratosaurs survived all the way to the end of the Dinosaurs, ruling the southern continent in the form of Carnotaurus. **(Str30)**

GIGANOTOSAURUS

GIGANOTOSAURUS PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	9	0	-1	7	-4	2	0

POWERS

Claws: Strength-based Damage 2 • 2 *points*
Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 2 • *2 points*
Senses 3 (Low-Light Vision, Scent, Track) • *3 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Improved Grab, Improved Initiative

SKILLS

Perception 8 (+10), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +3

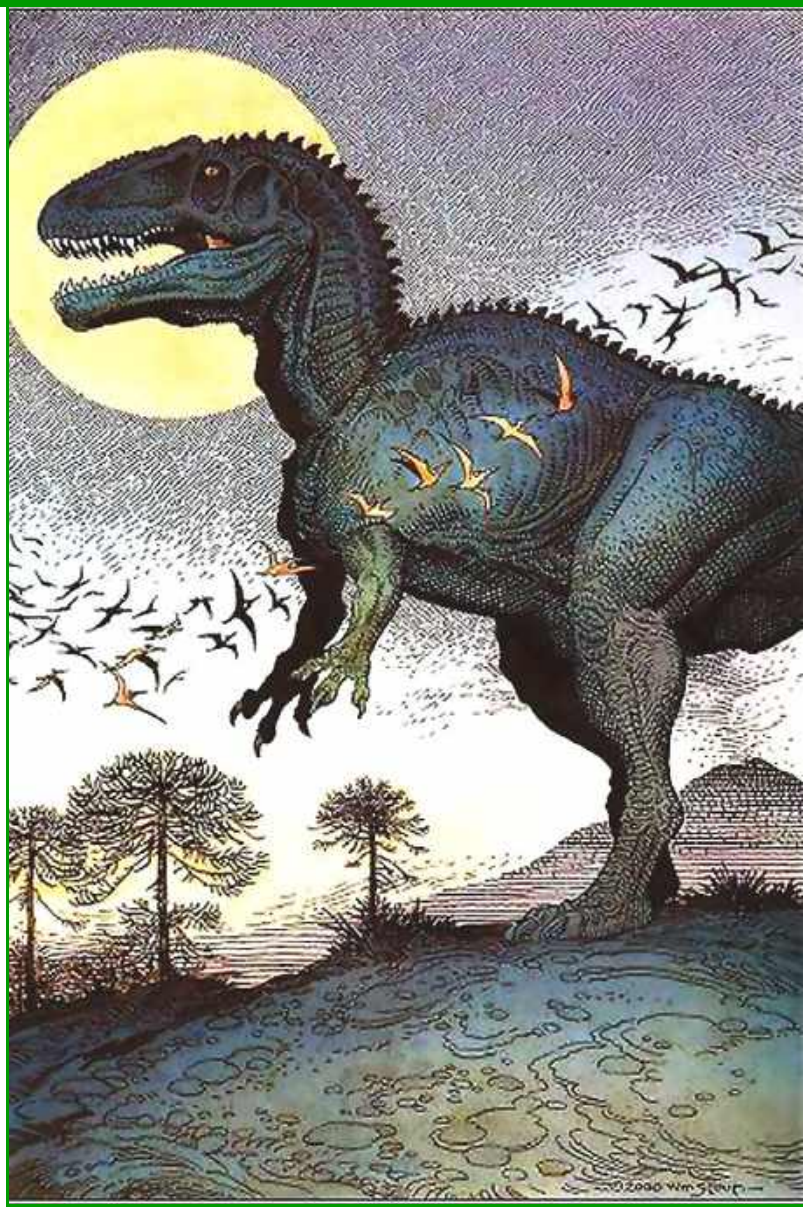
Claws +7	Close Damage 12
Teeth +7	Close Damage 13

DEFENSE

DODGE	4	**FORTITUDE**	12
PARRY	5	**TOUGHNESS**	11
WILL	2		

POWER POINTS

ABILITIES	14	**SKILLS**	6
POWERS	26	**DEFENSES**	13
ADVANTAGES	3	**TOTAL**	62



LARGEST LAND PREDATOR OF ALL TIME

Giganotosaurus carolini is the current title-holder as the largest meat-eating dinosaur of all time, displacing the century-long reign of the mighty *Tyrannosaurus rex*. Giganotosaurus (Gigantic-lizard), stretching over 45 feet in body length, with evidence of individuals even larger, edges Tyrannosaurus by several feet and as much as 2 tons.

While Giganotosaurus might have lacked the extreme skull-strength characteristic of the tyrannosaurids, this giant carnosaur's blade-like teeth, set in its nearly six foot skull, were designed to take down the largest prey animals that ever existed – the fantastic 100 ton titanosaur sauropods. Employing a strategy similar to modern Komodo dragons, the Giganotosaurus would attack and retreat – possibly in packs – falling back to wait as the slashing wounds would fester, leaving the prey to grow weak and die over the following days providing a mountain of meat with little risk and little physical contact.

Giganotosaurus carolini and its closely related carcharodont cousins (See Carcharodontosaurus and Tyrannotitan), represented the evolutionary culmination of the allosaur-carnosaur lineage. Their general, superficial resemblance to *Tyrannosaurus rex*, with their large heads and reduced forelimbs, represented parallel evolution – and it had scientists fooled for a while, believing that the ever-increasing skull size and shrinking arms of the carnosaurs had led directly to *T. rex i*tself. Modern Claudistic analysis, however, eventually revealed the tyrannosaurs to actually be a sister group to the carnosaurs, that split-away in the Mid-Late Jurassic period, remaining small until their rise late in the Cretaceous, after the virtual extinction of the carnosaurs. (**Str40)**

SPINOSAURUS

SPINOSAURUS PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	8	0	-1	7	-4	2	0

POWERS

Claws: Strength-based Damage 3 • 3 *points*
Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 2 • *2 points*
Senses 3 (Low-Light Vision, Scent, Track) • *3 points*
Teeth: Strength-based Damage 2 • 2 *points*

ADVANTAGES

Fast Grab, Improved Grab, Improved Initiative

SKILLS

Perception 8 (+10), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +3

Claws +7	Close Damage 13
Teeth +7	Close Damage 12

DEFENSE

DODGE	4	**FORTITUDE**	12
PARRY	4	**TOUGHNESS**	10
WILL	2		

POWER POINTS

ABILITIES	14	**SKILLS**	6
POWERS	24	**DEFENSES**	13
ADVANTAGES	3	**TOTAL**	60

LARGEST THEROPOD OF ALL?

Spinosaurus aegyptiacus is only known from a few fragmentary fossils, the bulk of which were destroyed during WWII and only photographs remain. Nevertheless, extrapolation from related species puts Spinosaurus firmly among the leading contenders for largest land predator of all time. High-end estimates suggest lengths over sixty feet.

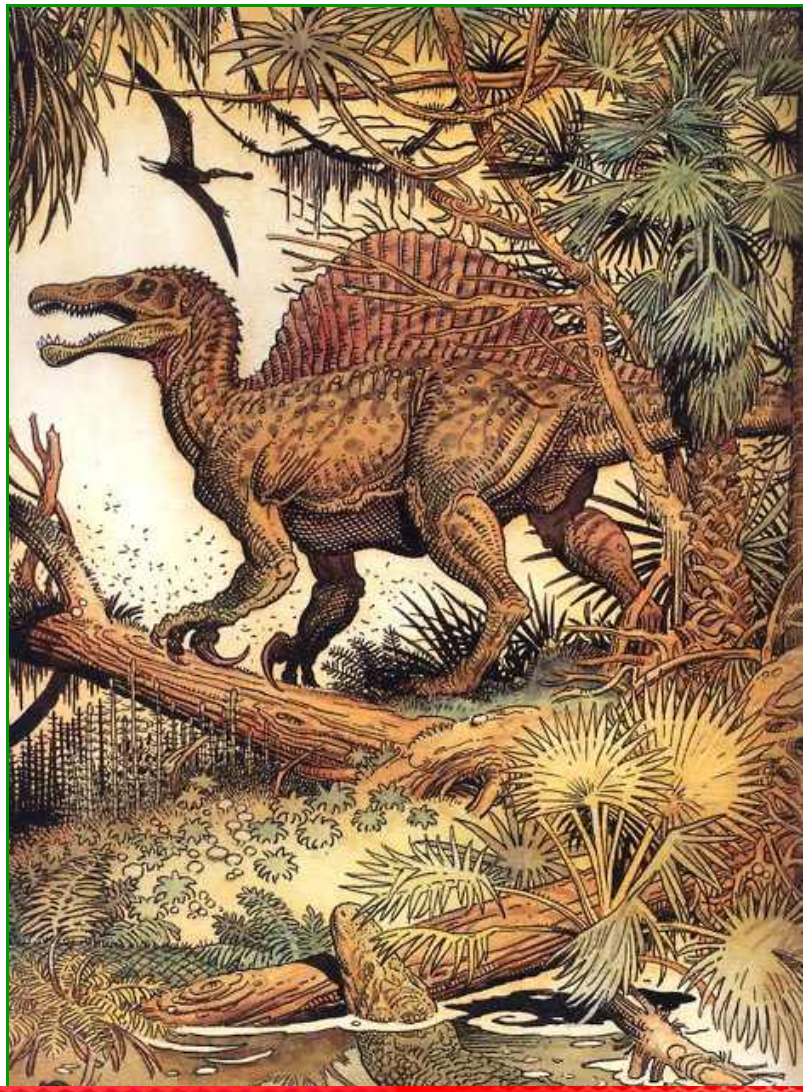
On the other hand, while Spinosaurus probably attained the greatest overall body length, it was a much more lightly-boned creature than *Tyrannosaurus. rex* or any of the large carcharodont carnosaurs, such as Giganotosaurus, Carcharodontosaurus, Mapusaurus, or Tyrannotitan, and its skull was long and slender – seemingly unsuited for tackling large prey. And because it shared its habitat with Carcharodontosaurus, it has been suggested that Spinosaurus actually occupied a different ecological niche than top predator – possibly a river-hunting fish-eater – a giant stork, with gharial-type jaws and long arms and claws that could catch fish in the manner of a bear catching salmon. So while, it is possible Spinosaurus was the largest of theropods, it probably was not the most powerful. **(Str39)**

JP SPINOSAURUS PL11 65 POINTS

Abilities: Str 11 **Sta** 9 **Agi** 0 **Dex** -1 **Fgt** 8 **Int** -4 **Awe** 2 **Pre** 0

Powers: Claws: Strength-based Damage 3, **Growth:** Growth 8 (Innate; Permanent), **Scaly Hide:** Protection 4, **Senses 3** (Low-Light Vision, Scent, Track), **Teeth:** Strength-based Damage 2

In Jurassic Park III, it was revealed that on the Site B island, there was a Spinosaurus that had apparently been genetically-enhanced to be much stronger than a true Spinosaurus, This Spinosaurus (which we'll call Spinosaurus superior), demonstrated impossible durability as the slender-necked creature first survived a full-on bite from a Tyrannosaurus rex and then, seemingly effortlessly, broke the tyrannosaur's own thick, bulldog neck. In fact, it was said that the scent of a T .rex actually attracted the super-Spino. **(Str42)**



TYRANNOTITAN

TYRANNOTITAN PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	9	0	-1	7	-4	2	0

POWERS

Claws: Strength-based Damage 2 • *2 points*
Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 2 • *2 points*
Senses 3 (Low-Light Vision, Scent, Track) • *3 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Improved Grab, Improved Initiative

SKILLS

Perception 8 (+10), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +3

Claws +7	Close Damage 12
Teeth +7	Close Damage 13

DEFENSE

DODGE	4	**FORTITUDE**	12
PARRY	5	**TOUGHNESS**	11
WILL	2		

POWER POINTS

ABILITIES	14	**SKILLS**	6
POWERS	26	**DEFENSES**	13
ADVANTAGES	3	**TOTAL**	62

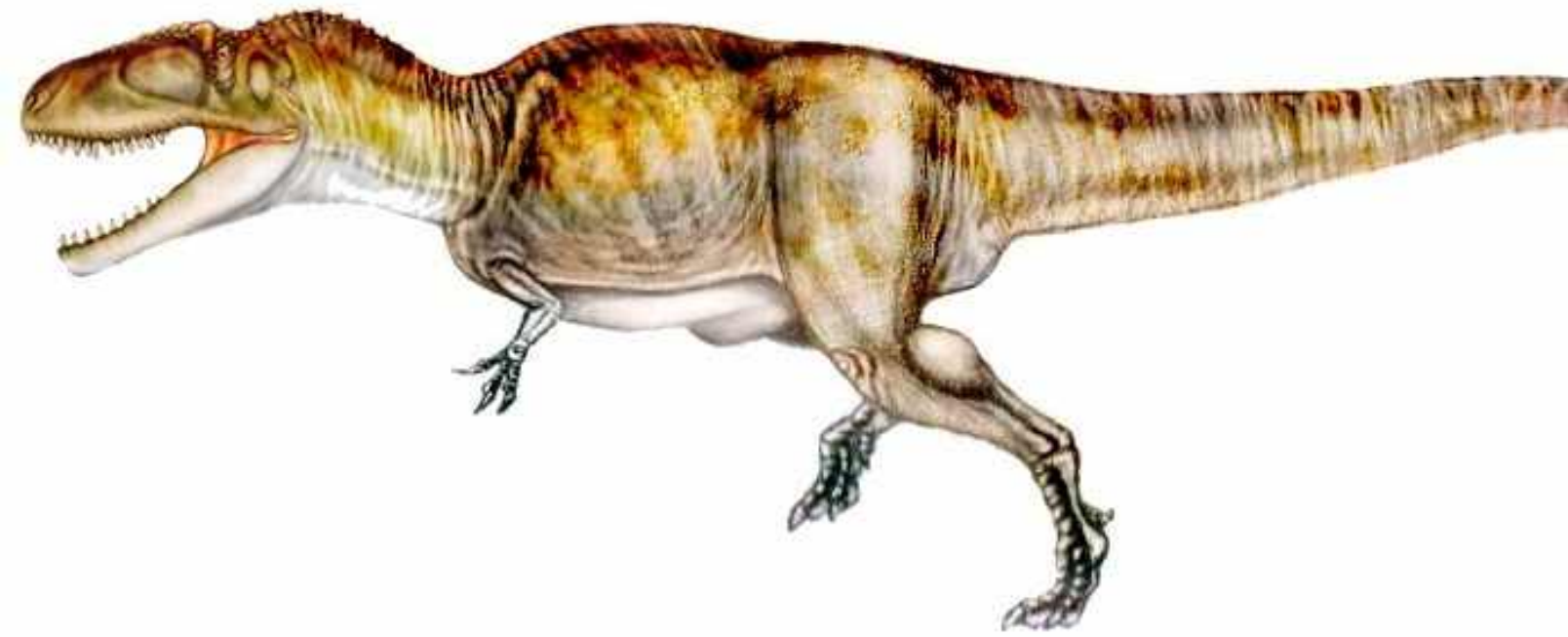
A NEW CONTENDER

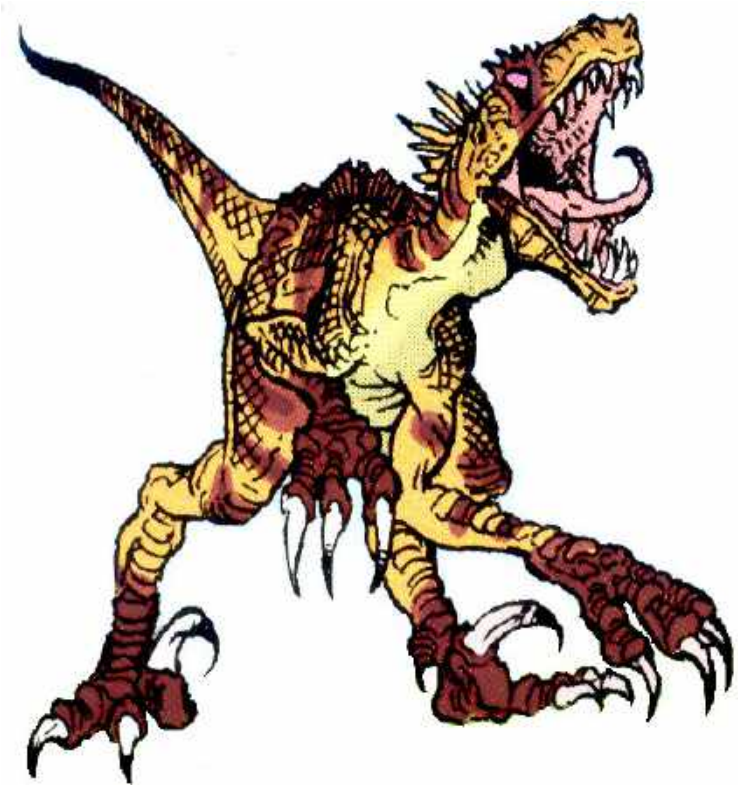
Tyrannotitan is yet another big carcharodont from Late Cretaceous South America. Fragmentary remains suggest sizes easily comparable with the closely-related Giganotosaurus, making Tyrannotitan a very viable contender for the title of largest land predator of all time.

Tyrannotitan is only one of the big carcharodonts that are being discovered on both southern continents. Of the five best-known so far are, Acrocanthosaurus – similar of size to Daspletosaurus, and possessing a pronounced fin along its spine - Giganotosaurus and Tyrannotitan – the two largest, both of similar size - and Carcharodontosaurus and Mapusaurus – both slightly smaller than the other two, but all as large or larger than the largest species of tyrannosaur.

All carcharodonts are similar of form, with reduced forearms and large heads – a common evolutionary parallel with the tyrannosaurs, although the carcharodont carnosaurs retained the bladed teeth of their allosaurian ancestors, rather than the thick spikes of T. rex. – an adaptation that seems consistent with predation upon sauropods. **(Str40)**

NOTE: Although the carcharodonts seem to be the group that produced the individuals that carried the greatest average body weight (depending upon how robust the largest examples of Spinosaurus prove to be), the discovery of Tyrannotitan and others – such as giant examples of Torvosaurus – from the primitive megalosaur/carnosaurs, and fragmentary remains of giant theropods from other groups, suggest that each branch produced its own giants, and all capped out roughly at the size of a big carcharodont, and none known got any larger than that. Moving beyond the carcharodonts in the search for larger predators, and you move beyond land into the sea.





VELOCIRAPTOR AND THE SICKLE-CLAWS

DEINONYCHUS PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	3	2	0	7	-4	3	0

POWERS

Claws: Strength-based Damage 4 • 4 *points*
Leaping: Leaping 1 • *1 point*
Scaly Hide: Protection 2 • *2 points*
Senses 3 (Low-Light Vision, Scent, Track) • *3 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

Fast Grab, Improved Critical (Claws), Improved Grab, Improved Initiative

SKILLS

Perception 8 (+11), Expertise (Survival) 4 (+6), Stealth 4 (+8)

OFFENSE

INITIATIVE +2

Claws +8	Close Damage 7 Crit. 19-20
Teeth +8	Close Damage 6

DEFENSE

DODGE	8	**FORTITUDE**	7
PARRY	8	**TOUGHNESS**	5
WILL	3		

POWER POINTS

ABILITIES	30	**SKILLS**	6
POWERS	13	**DEFENSES**	10
ADVANTAGES	4	**TOTAL**	67

THE DEADLY RAPTORS

The sickle-clawed dromaeosaurs have become famous, as 'Velociraptor' - the name of the primary villain in Jurassic Park, although the actual animal Michael Crichton based the creature on was given the genus name Deinonychus. Dinosaur researcher, Gregory Paul, however, lumped Deinonychus in with the genus Velociraptor and Crichton followed this in his book.

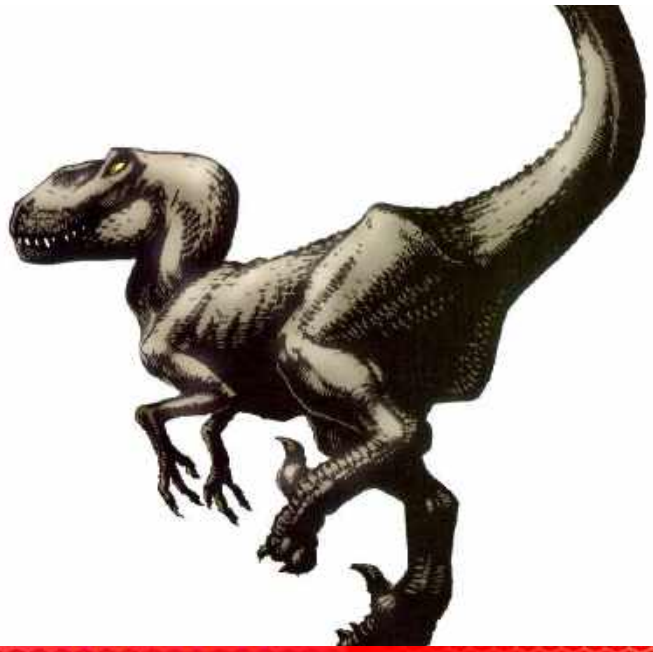
Like the tyrannosaurs, dromaeosaurs are very uniform, with long, large clawed forelimbs, rather slender, but still strong jaws with teeth that seem adapted for grabbing and holding, turning the killing action over to the powerful kicking legs with their signature Sickle-claws on each foot ***Deinonychus antirrhopus*** is the 'Raptor' from Jurassic Park. It is a wolf-sized predator that predates the other two genus members, implying that the species grew smaller with time, perhaps because of competition with the smaller tyrannosaurids. **(Str10)**

A remnant dromaeosaur species was discovered on the infamous Skull Island in modern times. 'Venatosaurus' was much larger than any other known dromaeosaur, and competed with the juvenile tyrannosaurs native to the island. **(Str25)**

VENATOSAURUS PL10 71 POINTS

Abilities: **Str** 7 **Sta** 7 **Agi** 2 **Dex** 0 **Fgt** 8 **Int** -4 **Awe** 3 **Pre** 0

Powers: Claws: Strength-based Damage 4, Growth: Growth 3 (Innate; Permanent), Leaping: Leaping 1, Scaly Hide: Protection 1, Senses 3 (Low-Light Vision, Scent, Track), Teeth: Strength-based Damage 3



DEVIL DINOSAUR

Devil Dinosaur is a mutant *Tyrannosaurus rex* from a parallel reality (Earth 78411), closely associated with the mainstream Marvel Universe, wherein dinosaurs and hominids existed side-by-side. The nature of Devil's mutation is unknown, although it is known that the creatures of his Valley were experimented on by Celestials. Devil was also exposed as a hatchling to a chemical bath of lava, which burned his skin red. In any case, Devil is far stronger, more intelligent, and more durable than any normal *T. rex*.

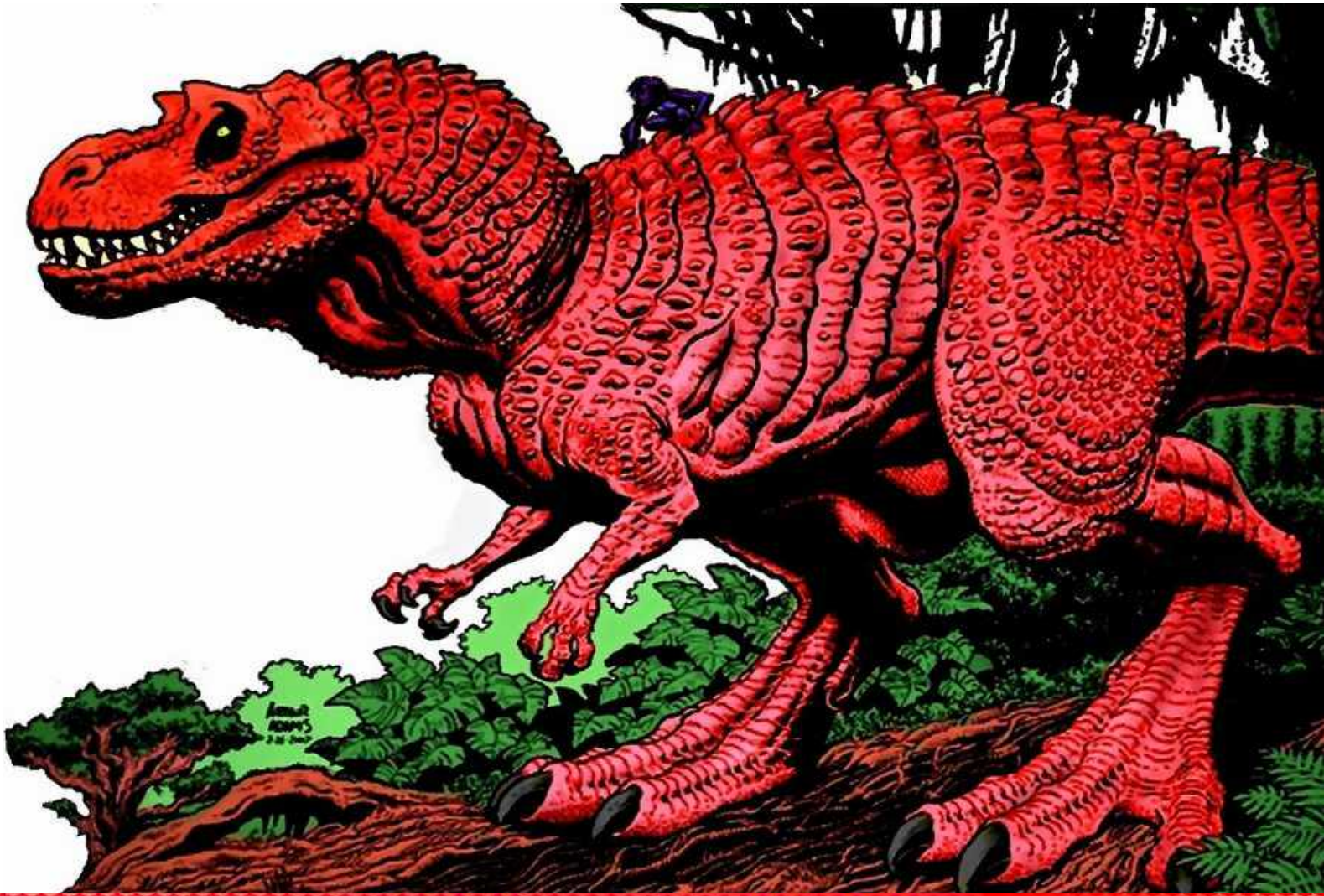
Devil's story begin when his mother was attacked and killed by the vicious group of hairy hominids known as the 'Killer Folk', who then turned upon Devil and his fellow hatchlings. The Killer Folk killed all of Devil's brothers and sisters, but found Devil himself a handful; unable to kill him with their spears, they forced him into the chemical rich lava, and left him for dead. Devil was rescued, however, by Moon Boy – a member of the 'Small Folk' – another, more peaceful group of hominids sharing the Valley – who nursed him back to health.

Devil Dinosaur and Moon Boy adopted each other after that, and Devil grew to be the mightiest creature in the Valley of the Flame. The close association of Earth 78411 to the mainstream Marvel Universe, however, caused a lot of cross-dimensional instability between the two realities (including an instance where Godzilla – shrunk to *T. rex* size was transported to the Valley of the Flame), so that Devil Dinosaur and Moon Boy eventually found their way to Marvel Earth, living for a time incognito in downtown Manhattan (or as incognito as a 25 foot *T. rex* can be), although they eventually settled in the more congenial, dinosaur-inhabited Savage Land, where he has had amicable dealings with Ka-Zar. **(Str42)**

REAL NAME: DEVIL DINOSAUR
OCCUPATION: TOP PREDATOR, ADVENTURER
BASE: SAVAGE LAND, THE VALLEY OF THE FLAME
HEIGHT 25' **WEIGHT:** UNREVEALED
EYES YELLOW **HAIR:** NONE

PERSONALITY

Devil Dinosaur is a *T. rex* first, albeit a super-intelligent one. He doesn't normally eat hominids unless they upset him – the Killer Folk he will attack and kill on sight. Devil is devoted to Moon Boy, although he is intelligent enough to align and cooperate with other humans and creatures as well.



DEVIL DINOSAUR PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
11	11	3	3	8	0	3	1

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 3 • *3 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Teeth: Strength-based Damage 5, Penetrating 10 • *15 points*

ADVANTAGES

All-out Attack, Fast Grab, Fearless, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

SKILLS

Close Combat: Teeth 2 (+10), Perception 8 (+9), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +6

Teeth +10 Close Damage 16 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	6	**FORTITUDE**	16
PARRY	6	**TOUGHNESS**	14
WILL	8		

POWER POINTS

ABILITIES	48	**SKILLS**	7
POWERS	38	**DEFENSES**	18
ADVANTAGES	7	**TOTAL**	118

COMPLICATIONS

Enemies: Killer Folk.
Relationships: Devil's primary relationship is with his companion, the young hominid, Moon Boy, although now that he has relocated in the Savage Land on mainstream Marvel Earth, he has contacts with Ka-Zar the Savage and Shanna The She-Devil, and had one surprisingly amicable partnership with Godzilla..

POWERS AND ABILITIES

Devil Dinosaur is a giant *Tyrannosaurus rex* and has natural abilities of scent and vision, as well as the dangerous weaponry of his jaws. Besides the natural size and strength of a giant dinosaur, Devil's mutation also grants him hominid-level intelligence, as well as making him much stronger and more durable than any normal *T. rex*.

MOON BOY

Moon Boy is one of the Small Folk tribe, a small, timid group of hominids native to Earth 78411, who were constantly terrorized, both by the neighboring Killer Folk, and the Valley's prehistoric monsters.

Moon Boy's friendship with Devil Dinosaur actually served to alienate him from his timid kinsmen, who feared the giant 'Devil Beast' – even though Devil often protected them from the Valley's many dangers, the Small Folk tended to view the giant dinosaur's presence as asking for trouble.

Moon Boy has been a constant companion to Devil Dinosaur. He is also a convenient liaison should Devil require the aid of human heroes like Ka-Zar or Spider-Man. **(Str7)**

MOON BOY PL4 60 POINTS

Abilities: **Str** 2 **Sta** 3 **Agi** 6 **Dex** 6 **Fgt** 3 **Int** 3 **Awe** 1 **Pre** 0

Advantages: Animal Empathy, Evasion

Skills: Acrobatics 3 (+9), Expertise (Jungle) 3 (+6), Expertise (Jungle) 3 (+6), Perception 2 (+5)

Offense: Initiative +6, Unarmed +3 (Close Damage 2)

Defense Dodge 9, Parry 4, Fortitude 3, Toughness 3, Will 1

Totals: Abilities 48 + Powers 0 + Advantages 2 + Skills 6 + Defenses + 4 = 60

Complications: Sidekick: Moon Boy is Devil Dinosaur's sidekick, and he comes in well on the low side of the partnership. **Time Lost/Exile:** Moon Boy is an outcast from his tribe in his native universe, and a hairy pre-Neanderthal hominid in the mainstream Marvel Universe, although he is a bit more at home in the Savage Land.

PREHISTORIC SEA MONSTERS

It is in the prehistoric seas that dwelt the most terrifying monsters the Earth ever produced. The role of top predator has variously been claimed by giant sharks like the Megalodon (see entry for: **Sharks: Megalodon**), giant fish, various branches of reptiles, or even prehistoric whales. As the biosphere of prehistoric Earth produced much larger land creatures than modern times, the prehistoric seas produced truly gigantic predators, the likes of which the planet (hopefully) will never see again.

DUNKLEOSTEUS

DUNKLEOSTEUS PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	6	1	1	4	-5	1	-4

POWERS

Growth: Growth 6 (Innate; Permanent) • *10 points*
Thick Hide: Protection 3 • *3 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Critical (Bite) 4, Power Attack

SKILLS

Athletics 4 (+6), Close-Combat: Bite 1 (+3), Perception 5 (+6)

OFFENSE

INITIATIVE +1

Bite +3	Close Damage 13 (Penetrating 8) Crit. 19-20
Trample	Close, Damage 12

DEFENSE

DODGE	0	**FORTITUDE**	10
PARRY	0	**TOUGHNESS**	9
WILL	2		

POWER POINTS

ABILITIES	-2	**SKILLS**	5
POWERS	19	**DEFENSES**	8
ADVANTAGES	4	**TOTAL**	35..

BIGGEST OF THEM ALL?

Dunkleosteus terrelli lived 400 million years ago, grew up to 33 feet long and weighed four tons. This predator's bite was remarkably powerful – the bladed dentition focused the bite force into a small area, the fang tip, at an incredible force of 80,000 pounds per square inch.

This fish could also open its mouth very quickly - in just one fiftieth of a second - which created a strong suction force, pulling fast prey into its mouth. Usually a fish has either a powerful bite or a fast bite, but not both. This is possible due to the unique engineering design of its skull and the different muscles used for opening and closing, and it made this fish into one of the first true apex predators seen in the vertebrate fossil record.

Dunkleosteus was a placoderm, a diverse group of armored fishes that dominated aquatic ecosystems during the Devonian, from 415 million to 360 million years ago. Dunkleosteus' bladed jaws suggest that it was among the first vertebrates to use rapid mouth opening and a powerful bite to capture and fragment evasive prey prior to ingestion.

To determine the bite force, scientists used the fossilized Dunkleosteus skull to recreate the musculature of the ancient fish. This biomechanical model showed the jaw's force and motion, and revealed a highly kinetic skull driven by a unique mechanism based on four rotational joints working in harmony. The extinct fish had the strongest bite of any fish ever, and one of the strongest bites of any animal, rivaling the bites of large alligators and *Tyrannosaurus rex*. Thus, Dunkleosteus was able to feast on armored aquatic animals that also lived during the Devonian, including sharks, arthropods, ammonoids, and others protected by cuticle, calcium carbonate, or dermal bone.

Dunkleosteus could eat anything in its environment. The bladed jaws, capable of ripping apart prey larger than its own mouth, was a feature sharks didn't develop until 100 million years later. **(Str35)**

PIRANHADON

PIRANHADON PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	9	3	2	4	-5	1	-4

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Thick Hide: Protection 2 • *2 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Critical (Bite) 4, Power Attack

SKILLS

Athletics 4 (+6), Close Combat: Bite 1 (+3), Perception 5 (+6)

OFFENSE

INITIATIVE +2

Bite +3	Close Damage 15 (Penetrating 8) Crit. 19-20
Slam +4	Close Damage 11

DEFENSE

DODGE	0	**FORTITUDE**	11
PARRY	0	**TOUGHNESS**	12
WILL	2		

POWER POINTS

ABILITIES	12	**SKILLS**	5
POWERS	25	**DEFENSES**	3
ADVANTAGES	4	**TOTAL**	45

SKULL ISLAND RIVERMONSTER

The giant **Piranhadon** is a prehistoric remnant species native to the infamous Skull Island, a fifty-foot long fish resembling Dunkleosteus in appearance, although the Piranhadon is a fresh-water river-dweller, as opposed to ocean-going Dunkleosteus. Piranhadon also does not possess the heavily armored hide common among the Devonian-era sea creatures, and neither does it possess the bladed jaws of Dunk, suggesting that it was not as strong a biter either – at least proportionately, because Piranhadon was much larger than Dunkleosteus, and its needle-studded mouth could open nearly 180 degrees, giving it a fearsome gape, for biting largish prey. Its size and aggressive nature make it extremely dangerous to human-sized prey. Piranhadon was also known to chase its victims up onto shore like a Killer Whale. **(Str42)**

PREDATOR X

PREDATOR X PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	7	2	2	4	-4	-1	-3

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Thick Hide: Protection 6 • *6 points*
Senses 1 (Low-Light Vision, Scent) • *1 point*
Swimming 4 (8 MPH) • *2 points*
Teeth: Strength-based Damage 5 • *5 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Teeth), Power Attack

SKILLS

Athletics 4 (+6), Close Combat: Bite 3 (+7), Perception 5 (+6)

OFFENSE

INITIATIVE +2

Teeth +8	Close Damage 16
Slam +8	Close Damage 11

DEFENSE

DODGE	4	**FORTITUDE**	13
PARRY	4	**TOUGHNESS**	13
WILL	2		

POWER POINTS

ABILITIES	10	**SKILLS**	6
POWERS	30	**DEFENSES**	17
ADVANTAGES	4	**TOTAL**	67

PREDATOR X

Predator X was an enormous pliosaur – sort of an evolutionary opposite of the long-necked plesiosaurs. Pliosaurs were essentially giant reptilian seals, with the jaw structure of crocodiles. Although some size estimates have been exaggerated, Predator X likely reached lengths of fifty-feet or more, and is easily in contention as one of the largest predators in Earth history. Pliosaurs, like seals, were highly maneuverable, and combined with their croc-like jaws, they would have been capable of very active hunting. Assuming that its jaws had similar leverage to the modern crocodile, Predator X would have also had one of the most powerful bites ever, comparable to the giant white shark, Megalodon. **(Str42)**

PLESIOSAURS

ELASMOSAURUS PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	6	2	2	4	-4	1	-3

POWERS

Growth: Growth 6 (Innate; Permanent), Protection 2 • *14 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Long-Neck: Improved Grab, Reach 2 • *3 points*
Teeth: Strength-based Damage 2 • *2 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Teeth), Power Attack

SKILLS

Athletics 4 (+6), Close Combat: Bite 1 (+3), Perception 5 (+6)

OFFENSE

INITIATIVE +2

Bite +3	Close Damage 11
Slam +4	Close Damage 11

DEFENSE

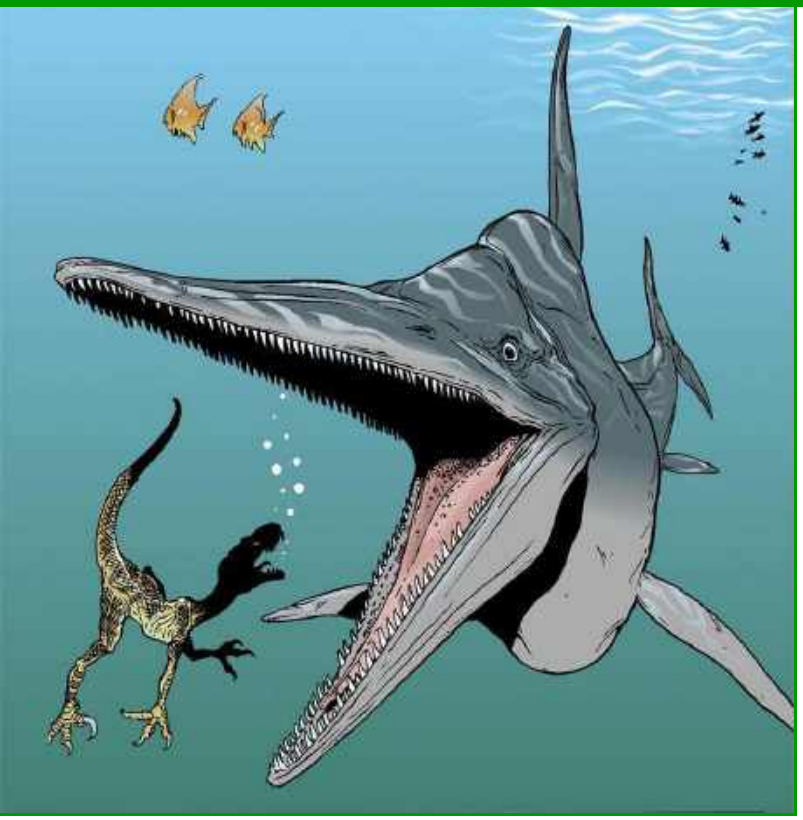
DODGE	4	**FORTITUDE**	10
PARRY	4	**TOUGHNESS**	8
WILL	2		

POWER POINTS

ABILITIES	10	**SKILLS**	5
POWERS	25	**DEFENSES**	3
ADVANTAGES	4	**TOTAL**	43

PREHISTORIC SEA SERPENT

Plesiosaurs were the classic prehistoric 'sea-serpent' with long, snake-like necks and seal-like bodies – the exact opposite body design of the contemporary pliosaurs and their crocodile jaws, plesiosaurs were fish eaters, combining a similar, seal-like agility in swimming, with a darting head and a mouthful of needle-sharp teeth at the end of a neck that, in some. species, exceeded the length of its entire body. Although plesiosaurs were not designed as large game hunters, the largest examples, such as the forty-foot, four-ton **Elasmosaurus**, would have eaten prey the size of modern seals. Nevertheless, their long necks would have left them vulnerable to attack from the big pliosaurs in their environment and they have, in fact, been found in pliosaur-stomachs. **(Str34)**



OTHER SEA-MONSTERS

Ichthyosaurus: A wide-ranging group of sea-going reptiles, analogous to modern sharks or dolphins. Although there is fragmentary evidence of giant specimens most known ichthyosaurs were around ten to twelve feet. An Ichthyosaurus would stat similar to a similarly – sized shark with the added complication of being air-breathing reptiles, forced to periodically return to the surface, although at least one species, *Shastasaurus pacificus*, approached Megalodon-proportions (Growth 8), its narrow jaws possibly making analogous to the modern sperm whale.

Orthocones are a branch of Cephalopod mollusks that existed during the Late Ordovician and early Silurian, 470-440 million years ago. 'Orthocone' refers to the long straight shell that housed the mantel (body), giving the creature the appearance of a long, cone-shaped, armored squid. The largest known species, like *Cameroceras,* are the size of modern giant squid. (Add Protection 2 and Impervious Toughness 8)

Tylosaurus: Tylosaurus is a forty-foot, five-ton mosasaur, a group of sea-reptiles related to modern monitor-lizards, with eel-like bodies and barracuda-like jaws. Tylosaurus was the largest known with stats similar to Predator X with –2 ranks from STR and STA..

NOTE: The scientists at 'Jurassic World' genetically engineered a giant mosasaur well over a hundred feet long. No known sea-creature of any era grew to be that large. Use Predator X' stats with +2 to STR and STA.

PTEROSAURS

QUETZALCOATLUS PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
6	6	2	0	2	-4	2	0

POWERS

Flight: Flight 3 (16 MPH, Wings) • *3 points*
Growth: Growth 4 (Innate; Permanent) • *8 points*
Senses 3 (Low-Light Vision, Scent) • *3 points*
Beak: Strength-based Damage 1 • *1 points*

ADVANTAGES

Fast Grab, Improved Hold (Beak), Move-By Action

SKILLS

Perception 6 (+9), Stealth 4 (+5)

OFFENSE

INITIATIVE +2

Beak +2 — Close Damage 7

DEFENSE

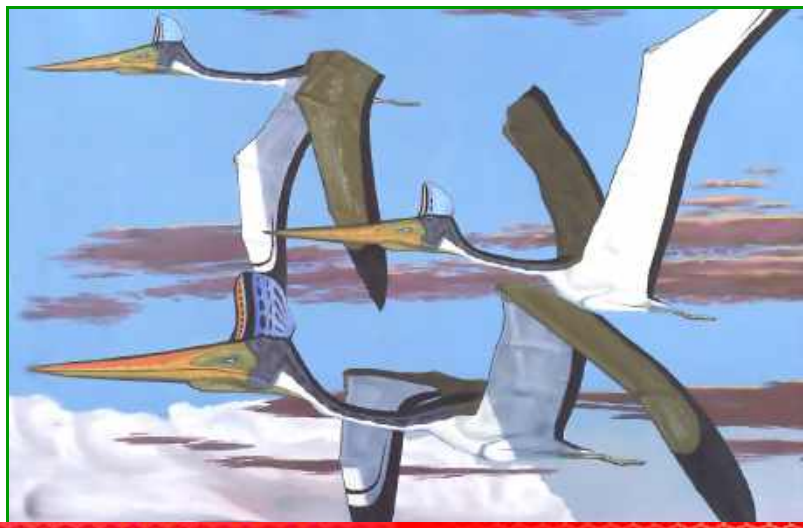
DODGE	6	**FORTITUDE**	9
PARRY	4	**TOUGHNESS**	6
WILL	2		

POWER POINTS

ABILITIES	12	**SKILLS**	5
POWERS	15	**DEFENSES**	12
ADVANTAGES	3	**TOTAL**	49

FLYING GIANTS

The great pterosaurs were flying reptiles that ruled the skies throughout the Mesozoic era, most spectacularly in the scaled-up versions of sea-birds with the largest being Pteranodon and the gigantic **Quetzalcoatlus** with its 40' wingspan. Certain species had different adaptations, such as Rhamphorhynchus whose bill was filled with needle-like teeth for catching fish. **(Str20)**



PROEMIAL GODS

The specific origins of the cosmic entities known as the **Proemial Gods** is still shrouded in mystery but it is known that they were a nearly omnipotent group of beings that were born in the wake of the Creation Event that birthed the current Marvel Universe. In the timeless void following the initial birth, there was chaos, and the universe was formless and without intent. Cosmic Consonance demanded that there be order to balance chaos, and as the modern cosmos coalesced into a functioning universe, the Proemial Gods emerged as caretakers of the cosmic balance.

From their initial creation the Proemial Gods were without will or awareness, being simply the physical manifestations of the tasks set before them, existing purely to serve the living universe. However, over the following millennia, as the universe developed, this cosmic purpose evolved into self-awareness and each developed a form and personality suited to their function. Only a few of these Proemial Gods are known by name, and include: Diablari the Bringer of Chaos: Brio of Life, tasked with the welfare of fledgling life-forms; Aegis of All Sorrows, tasked with culling the living universe of divergences and aberrations; Tenebrous of the Darkness Between, tasked with the Black – the living matter the binds the universe and makes it whole; and Antiphon the Overseer, who was tasked with monitoring overall Cosmic Consonance.

These beings and their brethren shepherded the burgeoning cosmos, maintaining the delicate balance between order and chaos. But as the young universe

BASE: THE LIVING UNIVERSE
KNOWN MEMBERS: AEGIS ANTIPHON, BRIO, DIABLERI, TENEBROUS, SEVEN OTHER UNNAMED MEMBERS
HEADQUARTERS: NONE
VEHICLES: NONE

expanded and flourished, life began to thrive throughout the cosmos. As new life-forms begin to take shape, their own choices and actions taken grew to serve cosmic consonance all on their own. It followed that the role of the Proemial Gods was becoming obsolete. With the birth of life, the age of the Proemial Gods was coming to an end.

But as self-awareness had now evolved into these great beings, a portion of their number refused to see their age ended. Led by Diableri of Chaos, a faction of these beings revolted against the works of Creation, seeking to rework the cosmos in their own image. The Proemial Gods were set against one another in a great war that might have been lost but for the intervention of the World Devourer, Galactus.

Galactus, a servant of the cosmic consonance separate from the Proemial Gods, slew Diablari, and imprisoned the only other two survivors of the cosmic rebellion, the beings known as Aegis of All Sorrows and Tenebrous of the Darkness Between, within the cosmic prison known as Kyln. Over the following millennia, the Proemial Gods were lost from universal memory.

Recently, however, the Kyln was shattered by the Annihilation Wave, freeing both Aegis and Tenebrous. They immediately embarked on a vengeance crusade against Galactus, and resumed their own plans to remake the universe. Although Galactus' herald, the Silver Surfer, seemed to have destroyed these last two Proemial Gods once and for all, both Aegis and Tenebrous appeared as part on the united front of celestial entities, this time allied with Galactus and the Celestials against the mutual threat of the invading Cancerverse's powerful Galactus Engine (See entry for: **Galactus: Galactus Engine**). Aegis was once again seemingly killed and Tenebrous presumed killed, but both have returned from seeming destruction before… which begs the question about Diableri and the rest of the Proemial Gods…

X-Level: The stat-boxes are the **Proemial Gods** at a playable **PL23**. At X-level, they are **PLX3** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x3=60**) on all rolls.

AEGIS

Aegis of All Sorrows was tasked with culling the living universe of divergences and aberrations. Imprisoned by Galactus for millennia, she was repulsed at the random nature of evolution in the modern universe. She was seemingly destroyed when the Silver Surfer lured her into the 'Crunch', but turned up alive and well in the battle against the Galactus Engine. She was again destroyed in this conflict. It remains to be seen if she will return. **(Str900)**

AEGIS — PLX3/PL23 1116 POINTS

A: Str 29 **Sta** 29 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 23 **Awe** 23 **Pre** 23

Powers: Cosmic Entity: Immunity 30 (Fortitude), Impervious Toughness 29, **Proemial God:** 245-point Array, **AE: Cosmic Energy:** Energy Control 35 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35 (Variable, Adds to all Abilities and Powers), **AE: Transform**: Transform 35, **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Brethren)

Advantages: All-Out Attack, Assessment, Benefit 35 [Status (Proemial God), Connected, Contacts, Eidetic Memory Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Ultimate Effort (Powers), Well-Informed

Skills: Close Combat: Unarmed 2 (+12), Expertise 9 (+35), (Chemical, Electronic, Mechanical, Structural) Intimidation 9 (+35), Technology 6 (+34)

Offense: Initiative +7, Cosmic Energy +10 (Ranged Damage 35), Unarmed +12 (Close Damage 29)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 29, Will 23

Totals: Abilities 302 + Powers 697 + Advantages 54 + Skills 13 + Defenses + 7 = 1116

Complications: Allies: Aegis allied with fellow Proemial Gods, Tenebrous, and Diablari, along with a number of unspecified brethren in the ancient war of the Proemial Gods. In dire straits, like the war against the Cancerverse, she has allied with the space-gods known as Celestials and even Galactus himself. **Enemy:** Galactus; **Giant:** Aegis appears as an armored giant with **Growth 20**, but this is an X-level manifestation with no effect on her abilities.

TENEBROUS

Tenebrous of the Darkness Between, 'tasked with the black' – the living matter that binds the universe and makes it whole – joined with Diableri against universal consonance. Although apparently destroyed by the Silver Surfer, who trapped him in the energies of the Crunch, Tenebrous was nevertheless present in the battle against the Cancerverse's Galactus Engine. His fellow Proemial God, Aegis, was destroyed in the conflict with Tenebrous missing in action. **(Str1000)**

TENEBROUS PLX3/PL23 1120 POINTS

A: Str 30 **Sta** 30 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 24 **Awe** 24 **Pre** 24

Powers: Cosmic Entity: Immunity 30 (Fortitude), Impervious Toughness 30, **Proemial God:** 245-point Array, **AE: Cosmic Energy:** Energy Control 35 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35 (Variable, Adds to all Abilities and Powers), **AE: Transform**: Transform 35, **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Brethren)

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Proemial God), Connected, Contacts, Eidetic Memory Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Ultimate Effort (Powers), Well-Informed

Skills: Close Combat: Unarmed 2 (+12), Expertise 9 (+35), (Chemical, Electronic, Mechanical, Structural) Intimidation 9 (+35), Technology 6 (+34)

Offense: Initiative +7, Cosmic Energy +10 (Ranged Damage 35), Unarmed +12 (Close Damage 30)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 30, Will 23

Totals: Abilities 306 + Powers 698 + Advantages 54 + Skills 13 + Defenses + 7 = 1120

Complications: Allies: Tenebrous allied with fellow Proemial Gods, Aegis, and Diablari, along with a number of unspecified brethren in the like the war against the Cancerverse, he has allied with the space-gods known as Celestials and even Galactus himself; **Enemy:** Galactus; **Giant:** Tenebrous appears as an armored giant with **Growth 20**, but this is an X-level manifestation with no effect on his abilities.

DIABLERI

Diableri of Chaos – because order unchecked leads to entropy – was the first of the Proemial Gods to rebel against universal consonance. His purpose having evolved into dark ambition, Diableri refused to see himself diminished by obsolescence as the time of the Proemial Gods ground to its end – he sought to remake the universe in his image. To this end, through guile and cant, Diableri corrupted the purpose of the Proemial Gods and many came to embrace his dark ambition - foremost among them, Tenebrous of the Darkness and Aegis of All Sorrows. The Proemial Gods were set against each other, there was war… and gods died. Dialberi's blind ambition his undoing, because he brought the war to Galactus, who proved of greater purpose and greater power, slaying Diableri, and imprisoning Tenebrous and Aegis.

CHAOS SPRITES

It was through Diableri that the **Chaos Sprites** came to be – beings born of chaos, tiny winged pixies, powerful beyond measure, they were Diableri's eyes and ears – minute sentinels tasked by their master to sow chaos and order – serving cosmic consonance as it was. The Chaos Sprites were evidently wiped out in an event the Proemial God, Aegis, referred to as 'The Purge.' The only known surviving Chaos Sprite in the modern universe is the space outlaw and sometime partner of Thanos, Skreet (See entry for: Thanos: Skreet).

OTHER KNOWN PROMIAL GODS

Antiphon the Overseer: First among equals – tasked with monitoring cosmic consonance. Antiphon took no side during the War of the Proemial Gods – similar and appearance and function to a modern-day watcher, Antiphon was apparently the only other survivor of the conflict besides Aegis, Tenebrous, and Galactus himself. He was also, likewise, imprisoned by the Devourer – perhaps because of his cosmic obsolescence – but was shown to have been killed when his cosmic prison, the Kyln, was destroyed in the Annihilation Wave.

Brio of Life: Brio of Life was tasked with the welfare of all fledgling lifeforms. It is unknown which side she took during the war, but her only existing images suggest – form fitted to function – a more benevolent entity, similar to Gaea, than the destructive natures of Aegis, Diableri, and Tenebrous.

Other Proemial Gods: There are at least seven other known Proemial Gods, although none of the others were ever described by name. All were presumed to have been killed in the war except for those imprisoned at the Kyln.

PUNISHER

Frank Castle was a captain in the United States Marine Corps and served five years in the Vietnam War. For heroism in the line of duty, he was twice decorated with both the Bronze and Silver Star, and four times with the Purple Heart. Several years after the American involvement in Vietnam ended, he ran special training missions for Marine commandos in the upper New York areas.

While on leave, he took his wife and his two small children to Central Park in New York City for a picnic. There, Castle's wife and children happened upon the scene of a mob killing on the Sheep's Meadow green. Fearing witnesses, the mobsters murdered Castle's wife and children and then escaped. Traumatized, Castle deserted the Marines, just before he was to be awarded the Presidential Medal of Freedom.

Castle dropped out of sight for a few months, but then resurfaced to conduct a one-man war on crime throughout New York City. He outfitted himself with assorted weapons and a battlesuit with a large death's head on the chest. He sought out and executed criminals he believed had some association with the gangsters who killed his family, and the news media named him the '**Punisher**'.

A concerned NYPD detective named John Laviano identified the game who slew the Punisher's wife and children as the Bruno Costa family, brother of a powerful Maggia boss on the East Coast. Unfortunately, Costa's alibis were supported b enough alleged 'witnesses' to make prosecution impossible. Since the law's hands were tied, the Punisher used the information Laviano had gathered to hunt down Costa's gang and kill them.

Thus began the Punisher's career as a vigilante, a self-proclaimed enemy of criminals. He has both clashed and cooperated with other costumed crimefighters, such as Spider-Man and Daredevil, who disapprove of his violent, often lethal methods. **(Str10)**

REAL NAME: FRANK CASTLE
OCCUPATION: VIGILANTE, FORMER MARINE
BASE: NEW YORK CITY **AFFILIATION:** FORMER MARINE
HEIGHT: 6' 1" **WEIGHT:** 200 LBS
EYES: BLUE **HAIR:** BLACK

PERSONALITY

The Punisher is a man driven by his hatred for criminals, like those who killed his family. He is often judge, jury, and executioner of people he deems as having broken the law. His obsession with his own brand of justice sometimes brings him into conflict with heroes who deem his actions as criminal. Frank Castle is a bitter man with no joy or happiness left in him.

POWERS AND ABILITIES

The Punisher is a seasoned combat veteran of exceptional skill. A former US Marine Captain with a distinguished combat record, and having undergone SEAL training, UDT (Underwater Demolition Team) and LRPA (Long Range Patrol) training, he is well-versed in the arts of warfare and hand-to-hand combat. Armed solely with conventional weapons and motivated by a fanatical hatred for criminals like those who murdered his family, the Punisher has single-handedly incapacitated up to a dozen well-armed and experienced opponents in a single encounter and escaped uninjured.

PUNISHER PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	5	5	12	1	2	1

EQUIPMENT

Automatic Pistols: Blast 3 (Extras: Multiattack) • *9 points*
Automatic Rifle: Blast 5 (Multiattack) • *20 points*
Grenades: Blast 7, Burst Area, Ranged Damage • *21 points*
Rocket Launcher: Ranged Damage 9, Burst Area Damage 7 (Limited to Five Shots) • *26 points*
Flare Grenades: Dazzle Visuals 4 (Extras: Area- 30ft. Burst) (Diminished Range -1) • *11 points*
Standard Rifle: Blast 5 (Feats: Extended Range 2) • *12 points*
Tear Gas Grenades: Affliction 4 (Dazed & Vision Impaired/Stunned & Disabled/Incapacitated) (Extra Condition, Ranged) (Diminished Range -1) • *11 points*

ADVANTAGES

Accurate Attack, All-Out Attack, Assessment, Close Attack (Melee) 3, Defensive Roll 2, Equipment 15, Improved Aim, Improved Critical 4 (Guns), Improved Critical (Unarmed) 2, Improved Initiative, Luck, Jack-of-all-Trades, Mastery (Military), Quick Draw, Ranged Attack 8

SKILLS

Athletics 7 (+10), Close Combat: Unarmed 3 (+15), Deception 4 (+5), Expertise: Military 8 (+9), Insight 8 (+10), Investigation 6 (+7), Perception 5 (+7), Persuasion 4 (+5), Sleight of Hand 2 (+7), Technology 8 (+10), Vehicles 7 (+12)

OFFENSE

INITIATIVE +9

Automatic Pistols +13	Ranged, Damage 3, Crit. 19-20
Automatic Rifle +13	Ranged, Damage 5, Crit. 19-20
Grenades +13	Burst Area, Ranged Damage 7
Rifle +13	Ranged, Damage 5, Crit. 19-20
Rocket Launcher +13	Ranged, Damage 9, Crit. 19-20
Unarmed +15	Close Damage 3, Crit. 19-20

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	5/3*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	66	**SKILLS**	31
POWERS	0	**DEFENSES**	18
ADVANTAGES	46	**TOTAL**	161

COMPLICATIONS

Enemies: The Kingpin, the mob, any and all criminals
Nemesis: Jigsaw
Obsession: Punishing criminals for the deaths of his family
Relationships: The Punisher has shunned most relationships since the deaths of his family. He worked with the hacker Microchip for a time until killing him for his own criminal activity. He has had limited partnerships with members of the superheroic community, such as Spider-Man, Daredevil, and Wolverine, among others, although these are strained due to the Punisher's lethal methods.

QUASAR

Once a lowly agent of S.H.I.E.L.D., Wendell Vaughn's life changed when he donned a pair of Quantum Bands to protect the devices from falling into the clutches of A.I.M. agents. He found that once he put the devices on he could control the energies the wristbands tapped into better then any of the other S.H.I.E.L.D. agents that had previously tried it. Nick Fury then recruited Wendell for S.H.I.E.L.D.'s Super-Agent program.

During a trip into space to learn the origins of the Quantum bands, **Quasar** was contacted by Eon, the guardian of Cosmic Awareness. He appointed Quasar the Protector of the Universe (inheriting the title from the now deceased Mar-Vell (Captain Marvel) and charged him with the task of preventing his murder. Quasar failed to save Eon, but stopped his killer, Maelstrom from collapsing the universe into a giant black hole.

Quasar had long been an admirer of the Avengers and was honored when Captain America asked him to join the team. However, he found that his duties as Protector of the Universe prevented him from giving the team his all. When the creature known as Ego attempted to swallow up the Earth into itself, Quasar absorbed Ego into his Quantum Bands. To guard against Ego being released, Quasar has been forced to exile himself into space. Despite this, he remains one of the better-connected heroes on Earth or space, and he has amassed a wide dossier of contacts over the course of his extensive including Makkari, Deathurge, the Blue Shield, Firelord, Squadron Supreme, the Stranger, Jack of Hearts, Moondragon, and many others.

While battling the Annihilation Wave alongside Nova, Quasar was killed by Annihilus. The Quantum Bands--and the mantle of Quasar--were then transferred to Phyla-Vell.

Wendell was eventually restored to life in a Quantum Energy form thanks to the scientists of Project Pegasus. **(Str5)**

PERSONALITY

Wendell feels insecure as a superhero, even after a distinguished tour with the army and S.H.I.E.L.D. and has doubts about his duty as Protector of the Universe. Nevertheless, he had been given the burden and lives up to the responsibility.

POWERS AND ABILITIES

Quasar's powers all stem from his Quantum Bands, which allow him the ability to fly, travel through space, project bursts on energy, force fields, create force objects. His abilities as a Quantum energy being have yet to be fully cataloged, and this state might not be permanent.

REAL NAME: WENDELL VAUGHN
OCCUPATION: PROTECTOR OF THE UNIVERSE, S.H.I.E.L.D. AGENT
BASE: NEW YORK CITY
AFFILIATION: S.H.I.E.L.D.
HEIGHT: 5' 10"
WEIGHT: 168 LBS
EYES: BLUE
HAIR: BLOND

QUASAR PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	2	2	2	5	1	4	4

POWERS

Quantum Bands: 132 points, Removable (-25 points) • *89 points*
Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation – Zero G, Space Travel 3) • *36 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array *(38 points)*
- **Force Blast:** Ranged Damage 16 • *32 points*
- **Force Constructs:** Create 16, Dynamic • *2 points*
- **Lifting**: Move Object 16, Dynamic • *2 points*
- **Force Bubble:** Affects Others, Burst Area, and Range on Immunity 10 (Life Support) • *2 points*

Scanning Beam: Senses 6, (Analytical Auditory, Chemical, and Visual) • *6 points*

ADVANTAGES

Connected, Power Attack, Ranged Attack 3, Teamwork

SKILLS

Athletics 4 (+4), Deception 2 (+3), Expertise: Espionage 6 (+7), Expertise: Military 6 (+7), Intimidation 6 (+10), Investigation 5 (+6), Perception 4 (+8), Persuasion 5 (+8), Ranged Combat: Energy Control 5 (+10), Technology 2 (+3), Vehicles 5 (+7)

OFFENSE

INITIATIVE +6

Force Blast + 10	Ranged, Damage 16
Unarmed +5	Close Damage 1

DEFENSE

DODGE	9	**FORTITUDE**	8
PARRY	9	**TOUGHNESS**	12/2*
WILL	7	*Without Quantum Bands	

POWER POINTS

ABILITIES	40	**SKILLS**	25
POWERS	89	**DEFENSES**	16
ADVANTAGES	6	**TOTAL**	176

COMPLICATIONS

Idealist: Quasar is an old-fashioned idealist, and believes heroes should behave altruistically for the benefit of others.
Insecurity: Despite a distinguished tour at S.H.I.E.L.D., Wendell still feels insecure as a super hero and questions his worthiness to wear the Quantum Bands, although, since they have now become permanently attached he doesn't have much choice.
Responsibility: Protector of the Universe

EON: UNIVERSAL CUSTODIAN

Eon is a sentient quasi-physical entity,of great power and knowledge of the cosmos. Almost as old as the universe itself, Eon was among the first sentient entities formed in after the Big Bang and has existed for 8 billion years. Eon claims to be the offspring of Eternity, and seems to be a cosmic custodian that monitors life in the universe. He is also believed to be responsible for certain phenomena on Earth – a planet that lies along the Celestial Axis. Eon apparently had something to do with other dimensions in which beings of godlike powers dwell. In most of these dimensions, the Celestial Axis manifests itself as a physical object, such as the the World Tree in Asgard. Eon's principle function is to nurture the evolution of sentient life in the universe and maintain conditions conducive to life within the universe, utilizing agents like Quasar and Captain Mar-Vell. Recently, Eon was killed and its off-spring, Epoch has taken his place.

EON PLX2/PL20 799 POINTS

Abil: Str 15 **Sta** 30 **Agi** -1 **Dex** 7 **Fgt** 5 **Int** 22 **Awe** 25 **Pre** 25

Powers: Cosmic Energy: Variable Power 30,(Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude), Impervious Toughness 30, **Cosmic Senses:** Communication 25, Comprehend 25, Mind Reading 20, Senses 25 (Cosmic Awareness), **Space Flight:** Flight 20 (Space Travel 10), Teleport 30

Advantages: All-Out Attack, Assessment, Benefit 12 (Status: Cosmic Custodian), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 15 (+37), Insight 15 (+40), Intimidation 15 (+40), Perception 15 (+40)

Offense: Initiative +10, Energy +10 (Ranged Damage 30)

Defense Dodge 10, Parry 10, Fort Immune, Tou 30, Will 25

Totals: Abilities 246 + Powers 485 + Advantages 22 + Skills 30 + Defenses 16 = 799

RA'S AL GHUL

REAL NAME: UNKNOWN
OCCUPATION: CRIMINAL MASTERMIND
BASE: VARIOUS **AFFILIATION:** LEAGUE OF ASSASSINS
HEIGHT: 6' 5" **WEIGHT:** 215 LBS
EYES: GREEN **HAIR:** BROWN

The man now known as **Rā's al Ghūl** was born centuries ago in the Arabian Peninsula, part of a wandering tribe of nomads. Interested in science from an early age, the young Ra's left his tribe to live in a city, where he became a scientist and physician. There he discovered the life-renewing secret of the Lazarus Pit, which he used to save the life of the prince of the city.

Unfortunately, the process also drove the prince mad and he murdered al Ghūl's wife Sora, framing the physician for the crime. Fleeing the city, Ra's used his scientific knowledge to infect the prince and his people with a plague. When called upon to help treat them, he killed the prince and king and led his desert tribe to sack and destroy the city.

Armed with the secret of the Lazarus Pit, the former physician founded a worldwide organization known as "the Demon," calling himself "the Demon's Head" (or *Rā's al Ghūl* in Arabic). He traveled the world, gathering knowledge and fighting in various wars and conflicts. By the dawn of the industrial age,

Rā's al Ghūl became convinced that humanity was largely a plague upon the Earth that was destroying the natural environment. He built up the Demon as a powerful worldwide criminal conspiracy, using the League of Assassins (or "the Demon's Fang") to eliminate his enemies and earn further wealth and reputation for himself and his organization.

By the modern era, Rā's al Ghūl was ready to launch his master plan to save the Earth by "culling" the vast herd of humanity. **(Str12)**

PERSONALITY

Having vastly extended his own life, Rā's al Ghūl is arrogant in the extreme. With the benefits of his age and experience, he considers himself superior to nearly everyone. Thus, it is only natural that he can see and understand things they cannot, and has the will to take action where others hesitate. Though he claims to have the best interests of the world at heart, Ra's cares nothing for individual human lives, save for the small handful of people he respects. Even those—like his beloved daughter Talia—cannot be allowed to stand in the way of his plans.

POWERS AND ABILITIES

Rā's al Ghūl is a brilliant and cunning man with centuries of experience, making him a master of many scientific disciplines and a skilled warrior and leader. He controls a vast criminal organization, armed with the wealth and resources accumulated over many lifetimes.

His greatest resource is the Lazarus Pit, a mixture of chemicals able to restore life and health to the dead which he has used to maintain his youth and vitality for centuries. The pits are kept in secret locations around the world, the secret of their making closely guarded. The Lazarus Pit is largely a plot device for Ra's (and those he favors). Gamemasters wanting to mechanically reflect the Pit's capabilities can add Immortality 18 to the villain's list of traits, Limited to having access to a Lazarus Pit and with the Side Effect that immersion in the Pit causes temporary madness (a rank 18 Affliction).

RA'S AL GHUL PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	5	3	4	14	9	5	7

EQUIPMENT

Sword (Strength-based Damage 3, Improved Critical) • *4 points*

ADVANTAGES

Accurate Attack, Assessment, Benefit 6 (The Demon's Head), Close Attack 4, Connected, Contacts, Defensive Attack, Defensive Roll 3, Diehard, Equipment X*, Fearless, Great Endurance, Improved Critical (Sword), Improved Defense, Improved Initiative, Inspire, Inventor, Jack-of-all-trades, Languages 5 (16 languages), Precise Attack (Close, Cover), Quick Draw, Ranged Attack 5, Startle, Takedown, Weapon Bind, Well-informed

*Rā's al Ghūl has as many ranks of Equipment as needed

SKILLS

Acrobatics 3 (+6), Athletics 6 (+10), Close Combat: Sword 2(+16), Deception 8 (+15), Expert: Biology 10 (+19), Expert: Criminal 15 (+24), Insight 8 (+13), Intimidation 8 (+15), Investigation 10 (+19), Perception 8 (+13), Persuasion 8 (+15), Sleight of Hand 6 (+10), Stealth 4 (+7), Technology 4 (+13), Treatment 6 (+15), Vehicles 4 (+8)

OFFENSE

INITIATIVE +7

Sword +20	Close, Damage 7, Crit. 18-20
Unarmed +14	Close Damage 4

DEFENSE

DODGE	12	**FORTITUDE**	11
PARRY	14	**TOUGHNESS**	8/5*
WILL	14	*Without Defensive Roll.	

POWER POINTS

ABILITIES	102	**SKILLS**	55
POWERS	0	**DEFENSES**	24
ADVANTAGES	44	**TOTAL**	225

COMPLICATIONS

Arrogance: Ra's believes he knows what is best for everyone and the world, and that he alone has the will to do what must be done to save it.

Legacy: Ra's is obsessed with his own mortality and the legacy he must leave to a worthy successor.

Minions: Rā's al Ghūl controls a vast global network of followers called the Demon. The League of Assassins (made up of some of the most deadly killers in the world) is but a part of this organization. Rā's al Ghūl can be expected to have virtually any sort of mundane resource at his command.

ARCH-ENEMY

Ra's Al Ghūl's greatest and most persistent foe is the Batman, whom he calls the "Detective" out of respect for his intellect and deductive skills. Ra's Al Ghūl' has tried on a number of occasions to convince the Dark Knight Detective to become his successor and eventual heir to his criminal empire.

Despite the Caped Crusader's continuing opposition tol his plans, Rā's al Ghūl has continued to pursue the Dark Knight as a potential heir, particularly since his daughter Talia is enamored of the Detective. Batman has always refused such offers, branding himself Ra's al Ghūl's enemy.

Due to his ambitions for global depopulation of humanity, Rā's al Ghūl has also been put into conflict with many of the world's other superheroes, particularly Batman's crime-fighting partners and his teammates in the Justice League.

UBU

Ubu is Ra's al Ghūl's loyal and omnipresent bodyguard and strong-arm man. Tall, bald and massively muscled, he typically stands with his arms folded and face fixed in a disapproving stare. Ubu says little, except to acknowledge his master's commands, and is utterly loyal to Ra's. **(Str17)**

UBU	PL8 - 93 POINTS
Abilities: **Str** 5 **Sta** 5 **Agi** 1 **Dex** 2 **Fgt** 9 **Int** 0 **Awe** 1 **Pre** 1	
Advantages: All-out Attack, Chokehold, Defensive Roll 2, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Improvised Weapon, Interpose, Power Attack, Takedown	
Skills: Athletics 4 (+9), Close Combat: Unarmed 2 (+11), Insight 4 (+5), Intimidation 6 (+7), Perception 4 (+5), Ranged Combat: Throwing 6 (+8), Treatment 2 (+2), Vehicles 4 (+6)	
Offense Initiative +1, Unarmed +11 (Close Damage 5)	
Offense Initiative +1, Unarmed +11 (Close Damage 5) **Defense:** Dodge 8, Parry 9, Fortitude 10, Toughness 7/5*, Will 6 *Without Defensive Roll	
Totals: Abilities 48 + Powers 0 + Advantages 12 + Skills 16 +Defenses 17 = Total 93	
Complications: Disability: Osiris cannot walk in his mortal form. **Guilt:** Osiris is overcome by the guilt of accidentally killing the Persuader. **Power Loss:** Osiris loses his powers and reverts to his mortal form when he speaks Black Adam's name. **Relationship:** Osiris is very close to his sister, Isis, and his brother-in-law, Black Adam.	

LEAGUE OF ASSASSINS

The League of Assassins was founded hundreds of years ago by the immortal Rā's al Ghūl as part of his large and shadowy organization known only as "the Demon." As Rā's al Ghūl's own name meant "the Demon's Head," the league he founded chose to call itself "the Demon's Fang."

Over the centuries, the League of Assassins was responsible for thousands of killings, and the payment for each murder added to the vast coffers of the Demon. Some League assassins followed the orders and methods of Doctor Ebeneezer Darrk, who used ambushes and deathtraps, while others trained in martial arts under the tutelage of Rā's al Ghūl's father, the immortal Sensei.

The League of Assassins marked for death any member assassin who failed in their mission, and they would be given as targets to apprentices hoping to qualify for League membership. Other League hopefuls were initiated into its ranks after they successfully made a major killing in public, as when the assassin known as the Hook killed circus acrobat Boston Brand (leading to the birth of Deadman); Hook would later go on to join the League's elite as one of Rā's al Ghūl's Seven Men of Death.

The Demon's Head requires the League to supply members for and train the Tribe of Ubu, Rā's al Ghūl's personal protectors. Yet in hopes of creating an even more loyal and capable bodyguard, Rā's assigned League assassin David Cain to a long-term project that led to Cain recruiting the deadly Lady Shiva and fathering a daughter, Cassandra (See primary entry for: **Lady Shiva**).

Cassandra Cain was raised by her father to be the Demon's personal guard, assisted in her training by a member of the League named Alpha.

After Nyssa al Ghūl killed her father, she founded her own League of Assassins and lured Cassandra Cain away from the role she had chosen as Batgirl (See individual entry for: **Batgirl: Cassandra Cain**) to lead the new League.

After the League of Assassins assisted the Society of Super Villains in a worldwide prison break, Cassandra Cain abandoned the League and control was retaken by Rā's al Ghūl's other daughter Talia, who had Nyssa killed by Lady Shiva as part of her preparation to resurrect her father.

Following his eventual rebirth, Rā's al Ghūl once again promptly seized control of the League of Assassins, and despite a blow dealt to the organization by Tim Drake in his Red Robin guise, the Demon continues to use his Fangs to spread death and terror all around the entire globe.

TALIA

Of Rā's al Ghūl's various children, only his daughter Talia has been her father's true and dutiful servant. Raised as a part of her father's criminal organization, "the Demon's Daughter" learned everything she needed to become a worthy successor, from combat to leadership and, most of all, unquestioning loyalty to her father.

Things changed when Dr. Darkk, a member of the League of Assassins, betrayed Ra's and attempted a coup. He took Talia prisoner, but Batman rescued her. From that time on, she was captivated by the Dark Knight Detective. Talia later shot and killed the traitor Darkk to save Batman's life.

Talia's father engineered the kidnapping of Batman's partner, Robin, telling Batman that Talia herself had also been abducted, as part of an elaborate scheme to test Batman's worthiness to marry his daughter and therefore become his heir.

In spite of his attraction to Talia, the Dark Knight refused al Ghūl's offer. Since then, Talia has constantly been torn between her love for the Batman and her loyalty to her father.

Furthermore, Talia and the Batman's doomed romance has also produced a child, a son who Talia named Damien and she kept hidden from Bruce Wayne for several years, before eventually leaving him in his father's care.

But even this seemingly innocent act was a double-sided Machiavellian plot, however, as Talia had intended Damien's sudden appearance to distract Batman from the activities of the Demon and the League of Assassins. **(Str7)**

POWERS AND ABILITIES

Talia is a skilled fighter, investigator and athlete, as well as a cunning tactician and administrator. She sometimes uses the name "Talia Head" (a play on her father's title) in public, and has the vast resources of al Ghūl's organization at her disposal.

TALIA — PL8 - 160 POINTS

Abilities: Str 2 **Sta** 3 **Agi** 4 **Dex** 4 **Fgt** 10 **Int** 5 **Awe** 2 **Pre 4**

Equipment: Light Pistol (Ranged Damage 3), 9 points of other equipment

Advantages: Accurate Attack, Assessment, Attractive, Benefit 5 (The Demon's Daughter), Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 3, Improved Defense, Improved Initiative, Inspire, Precise Attack (Ranged; Cover), Quick Draw, Ranged Attack 4, Takedown, Well-informed

Skills: Acrobatics 8 (+12), Athletics 8 (+10), Close Combat: Unarmed 2 (+12), Deception 8 (+12), Expertise: Criminal 8(+13), Insight 6 (+8), Intimidation 6 (+10), Investigation 8 (+13), Perception 8 (+10), Persuasion 6 (+10), Ranged Combat: Guns 4(+8), Sleight of Hand 4 (+8), Stealth 6 (+10), Technology 4 (+9), Treatment 4 (+9), Vehicles 4 (+8)

Offense: Initiative +8, Pistol +12 (Ranged, Damage 3), Unarmed +12 (Close, Damage 2)

Defense: Dodge 10, Parry 10, Fortitude 7, Toughness 6/3*, Will 9*Without Defensive Roll

Totals: Abilities 68 + Powers 0 + Advantages 28 + Skills 47 + Defenses 17 = Total 160

Complications: Conflicted Loyalties: Talia is in love with Batman, but loyal to her father.

RED RONIN

Red Ronin was a giant robot built as an anti-Godzilla-weapon, by Dr. Yuriko Takiguchi at Stark Industries. A S.H.I.E.L.D. operative was originally supposed to pilot the giant automation, but Dr. Takiguchi's grandson, Robert – sympathetic to the monster, Godzilla (see entry for: **Godzilla: Marvel**) that Red Ronin had been built to destroy – sneaked aboard and activated the robot, calibrating its cybernetic systems to himself, and went off to battle Godzilla himself, with the intent of driving the monster off without killing him.

Over the following months, Red Ronin battled both against and beside Godzilla – often against other giant monsters - and Godzilla began to acknowledge the giant robot – and apparently Robert Takiguchi, himself, as an ally and a friend. The unusual partnership was cut short, however, during the battle with the Mega-Monsters – war-beasts of the invading alien, Megans – when the Red Ronin robot was decapitated, injuring young Robert and leaving Godzilla to defeat the alien monster menace on his own.

The robot was returned to Stark Industries for repair, and chief engineer, Dr. Earl Cowan – who like many of Stark's employees, seemed a few bits shy of a byte – decided to pilot the robot off to Russia and incite World War III – reasoning that humanity would only unite against a larger threat, like a nuclear holocaust. Fortunately, enroute to Russia, he flew over New York, attracting the attention of the Avengers, who managed to carve Red Ronin up with its own laser blade.

There was another near-disaster when Red Ronin's torso was on display at an expo. The giant robot's arms went wild, and only the timely intervention of the Wasp – tearing up Red Ronin's delicate wiring system from inside - was able to prevent potentially hundreds of deaths. **(Str190)**

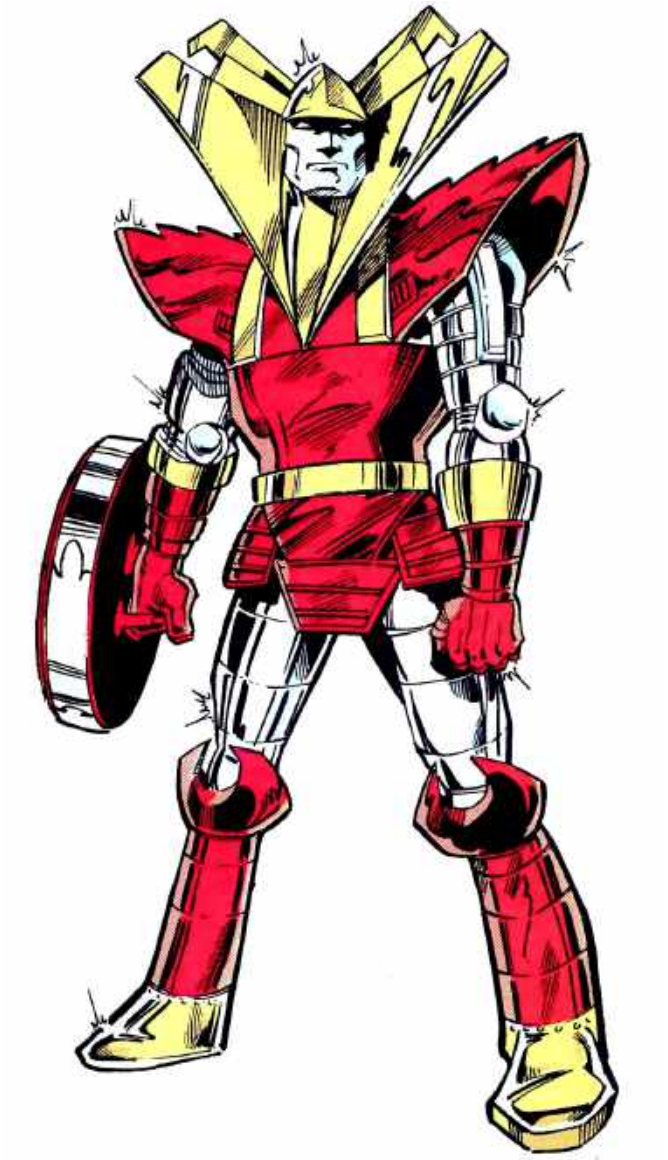
NOTE: There is an alternate future in which Tony Stark adapts the Red Ronin robot as sort of a giant Iron Man armor for use as a weapon against the giant, omnipotent space gods known as the Celestials (See entry for: Celestials), who were bent on destroying the planet.

PERSONALITY

Red Ronin has the personality of whoever is operating the machine at the time, although it does seem to have some form of rudimentary mental ability, and has been known to be ambulatory without an operator.

Rob Takiguchi was a brave, adventurous kid, who was deeply sympathetic to and attempted to befriend the giant Kaiju, Godzilla.

Doctor Earl Cohen was a paranoid, doomsday-crier who, despite his doctorate, didn't seem to realize the most direct rout to Russia from the United States is over the North Pole.



POWERS AND ABILITIES

Red Ronin is controlled by a cybernetic helmet keyed to its pilot. The cockpit is located in the head, and most of the weapons systems are housed in its enormous shield – particularly the giant laser sword and various lasers and missiles. Human-sized people can gain access to Ronin through either the hatches in the feet or the emergency escape door at the back of the head. Red Ronin can fly at least at jet speeds.

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REAL NAME:	RED RONIN		
OCCUPATION:	ANTI-KAIJU COMBAT AUTOMATION		
BASE:	DETROIT	AFFILIATION:	S.H.I.E.L.D.
HEIGHT:	148'	WEIGHT:	25,000 TONS
EYES:	NONE	HAIR:	NONE

RED RONIN PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
20	-	0	0	6	-	1	-

POWERS

Armor: Protection 20, Impervious Toughness 12 • *32 points*
Flight: Flight 6 (120 mph) • *6 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Robot: Immunity 30 (Fortitude) • *30 points*
Weapons Systems: Array *(40 points)*
- **Laser Gattling Gun:** Ranged Damage 19 • *38 points*
- **Solar Blade:** Damage: 19 (DC 20; Penetrating 12) • *1 point*
- **Power Blaster**: Ranged Damage 19 • *1 point*

ADVANTAGES

All-Out Attack, Great Endurance, Favored Foe (Kaiju), Power Attack

SKILLS

Close Combat 4 (+10), Intimidation 10 (+10) Ranged Combat: Weapons Systems 10 (+10)

OFFENSE

INITIATIVE +0

Solar Blade +10	Damage 19, Crit. 19-20
Unarmed +10	Close Damage 20
Weapons Systems +10	Ranged Damage

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	0	**TOUGHNESS**	20
WILL	Immune		

POWER POINTS

ABILITIES	-26	**SKILLS**	12
POWERS	164	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	169

COMPLICATIONS

Giant Robot: Red Ronin, no matter who is piloting him, falls into the category of 'Kaiju', and tends to cause panic wherever he appears.

RED SONJA

Red Sonja was the child of a partially disabled veteran turned farmer. She desired to learn the ways of swordplay, and was jealous of her brother who had the opportunity to learn. Everything change, however, when she was but sixteen, and a band of armed men came to the family farm demanding her father rejoin the King's army. When he refused, Sonja's family was slaughtered, and Sonja herself suffered the humiliation of being gang-raped and left for dead.

Surviving and wearing vengeance, Sonja was met by an unknown goddess who granted her strength and skill at arms. Now she was the warrior woman who would become known as 'Red Sonja' and she set out upon a vengeance quest after the men who slaughtered her family and abused her, swearing that no man would have her who could not defeat her in fair combat, carving out a name for herself throughout the Hyperborean era that rivaled that of Conan the Barbarian. **(Str8)**

PERSONALITY

The 'She-Devil with a Sword' pretty much covers it – and if it didn't, her fiery red mane and blade-laden figure should fill in the gaps. Having suffered such terrible abuse and humiliation at the hands of men, Red Sonja is hellbound and determined to prove herself the better of any man, on their own terms, whether it's out-drink or out-fight.

Red Sonja has embraced the rogue's life of thievery and violence, and she wears her scant armored bikini on her spectacular figure as a virtual provocation to any man that might dare challenge her sword for a shot at her body.

Despite her life as a rogue, however, she can be drawn into causes if they seem just, particularly if they involve the subjugation of women.

POWERS AND ABILITIES

Red Sonja is one of the greatest swordsmen of her era, comparable to Conan himself. She also gives up nothing to the mighty Cimmerian in her skills as a thief. Besides her weapons talents, Sonja is also skilled in hand-to-hand combat, and is a skilled horseman as well. Although she tends to be a loner, or work in small groups, she does have the command capabilities to lead large armies, and is a savvy tactical thinker.

Red Sonja also seems to possess some sort of mystical or psychic attachment with modern day actress, Mary Jane Watson-Parker, the wife of Peter Parker – the Amazing Spider-Man (see entry for: **Spider-Man: Mary Jane Watson**), as on more than one occasion, the spirit of Sonja has possessed Mary Jane's body, manifesting Red Sonja's own form in modern times.

REAL NAME: SONJA
OCCUPATION: THIEF, WARRIOR
BASE: HYPERBOREA
AFFILIATION: NONE
HEIGHT: UNREVEALED
WEIGHT: YOU ASK
EYES: BLUE
HAIR: RED

RED SONJA PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	5	7	14	2	3	2

EQUIPMENT

Bow and Arrows: Ranged Damage 3 • *3 points*

Battle-Ax: Strength-based Damage 3 • *3 points*

Chain Mail: Protection 3 • *3 points*

Sword: Strength-based Damage 3 • *3 points*

ADVANTAGES

Accurate Attack, All-out Attack, Attractive 2, Defensive Roll 4, Diehard, Equipment (Sword and Armor), Extraordinary Effort, Fearless, Great Endurance, Improved Critical (Battle Ax, Bow, Sword), Improved Defense, Improved Initiative, Languages (Hyperborean), Precise Attack (all)

SKILLS

Acrobatics 4 (+8), Athletics 8 (+10), Close Combat: Battle-Ax 2 (+16), Close Combat 3, Deception 8 (+11), Expertise: Survival 4 (+5), Intimidation 4 (+7), Perception 6 (+8), Ranged Combat: Bow 8 (+15), Stealth 8 (+12)

OFFENSE

INITIATIVE +9

Battle-Ax +16	Close Damage 5, Crit. 19-20
Bow +15	Ranged, Damage 5, Crit. 19-20
Sword +18	Close Damage 5 Crit. 19-20
Unarmed +14	Close Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	11
PARRY	14	**TOUGHNESS**	10/7*/3**
WILL	18	*W/Armor**W/Defensive roll bonus	

POWER POINTS

ABILITIES	74	**SKILLS**	27
POWERS	0	**DEFENSES**	08
ADVANTAGES	20	**TOTAL**	129

COMPLICATIONS

Celibacy: Red Sonja has sworn that no man may have her unless he can best her in fair combat first.

ROBOCOP

Alex Murphy was a Detroit police officer in the near future. Recently transferred to the violent Metro West precinct, Murphy engaged in a high-speed chase and cornered a group of drug dealers led by Detroit crime boss Clarence Boddicker. Following the group into an abandoned steel mill, Murphy was caught, tortured and brutally murdered by Boddicker and his gang.

Murphy was rushed to the operating table, where he was declared dead; however, mega-corporation Omni Consumer Products (OCP), which had recently taken over operation of Detroit's law enforcement, had other plans for him. Bob Morton, an executive in the Security Concepts division, used Murphy for his **Robocop** program. Combining state-of-the-art technology, armor and weaponry, OCP merged Murphy's mind with machinery to create Robocop, a crime-fighting cyborg.

OCP programmed Robocop with three Prime Directives: serve the public trust, protect the innocent, and uphold the law. A fourth, unknown directive remained hidden in his programming. At first, Robocop cleaned up crime in Detroit and had citizens cheering and criminals on the run. Before long, however, Alex Murphy's memories began to haunt the cyborg. Searching for clues to his past, Robocop rediscovered memories of his happy family life and his murder at the hands of Boddicker's gang.

Robocop tracked down Boddicker's henchmen on a quest for Boddicker himself. He soon learned that the corruption extended to Dick Jones, the Vice President of OCP, who was working with Boddicker. While attempting to arrest Jones, Robocop's Fourth Directive activated and prevented him from taking action against any senior OCP official. Jones attacked Robocop with his own mechanical enforcement droid, ED-209.

With the help of Murphy's old partner, Anne Lewis, Robocop escaped capture and returned to the steel mill where Murphy had first encountered Boddicker's gang. Jones ordered Boddicker to destroy Robocop and a climactic showdown ensued. Robocop and Lewis took out Boddicker's thugs and finally, Boddicker himself. Robocop then returned to OCP and, after a hostage standoff, was able to kill Jones when the senior OCP executive fired him. **(Str30)**

PERSONALITY

Since Alex Murphy's "resurrection" as Robocop, the struggling influences of man and machine that comprise the cyborg have presented his greatest challenge. Haunted by memories of his family and the knowledge of what it was like to touch and love others, Robocop also knows that he can never be human again. However, through his experiences, he has learned to regain as much of his humanity as possible.

REAL NAME: ALEX MURPHY
OCCUPATION: POLICE OFFICER
BASE: DETROIT **AFFILIATION:** DETROIT POLICE DEPT
HEIGHT: 6' **WEIGHT:** 300 LBS
EYES: BLUE **HAIR:** NONE (FORMERLY BROWN)

POWERS AND ABILITIES

Robocop retains Alex Murphy's police training and experience, combined with enhanced cybernetic strength, reflexes, and durability. His targeting systems allow for pinpoint accuracy with his high-powered weaponry. He may interface with any computer network he can access, and he may record and play back any imagery – including memories – he has seen.

ROBOCOP PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	-	1	1	10	2	0	2

POWERS

Robotic Body: Protection 10, Impervious Toughness 9 • *19 points*
• **Comm System:** Radio Communication 2 • *8 points*
• **Sensors:** Senses 8 (Accurate Radio Extended 3 (Radar), Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra- Hearing) • *8 points*
• **Targeting Computer:** Enhanced Ranged Attack 4 • *4 points*
Robot: Immunity 30 (Fortitude) • *30 points*
Machine Pistol: Ranged Damage 6 •*12 points*

ADVANTAGES

Accurate Attack, Improved Aim, Improved Initiative, Ranged Attack 2, Power Attack, Quick Draw, Precise Attack 3 (Ranged; Cover), Ranged Attack 4

SKILLS

Expertise: Law Enforcement 5 (+7), Intimidation 10 (+12), Investigation 4 (+4), Perception 4 (+4), Ranged Combat: guns 2 (+14), Vehicles 5 (+10)

OFFENSE

INITIATIVE +4

Machine Pistol +14	Ranged Damage 6
Unarmed +10	Close Damage 8

DEFENSE

DODGE	8	**FORTITUDE**	2
PARRY	10	**TOUGHNESS**	10
WILL	5		

POWER POINTS

ABILITIES	66	**SKILLS**	15
POWERS	81	**DEFENSES**	14
ADVANTAGES	14	**TOTAL**	190

COMPLICATIONS

Flashbacks: Robocop suffers Flashbacks to his life before his cybernetic conversion.
Prime Directives: Robocop has been programmed with four prime directives, and any attempt to act against these directives, will cause his system to initiate immediate shut-down:
1) Serve the Public Trust
2) Protect the Innocent
3) Uphold the Law
4) Do not take action against any executive member of OCP (this directive overrides all others)
Property of OCP: Robocop is considered to be a machine, owned by OCP, who can do whatever they wish with or to him.

SELENE

Selene was born to a Hungarian family. Her father was a well-known blacksmith who helped design a fortress for a general named Viktor. The fortress was actually a dungeon intended for the imprisonment of the Werewolf, William Corvinus, condemned for his bloody and destructive behavior and to keep Vampire Elder Markus under Viktor's control.

After Lycans purportedly killed her family, Selene was the only one left alive who had walked through the corridors of the fortress. However, she did not know that her family was slain by Viktor himself, and believed Viktor had saved her from the Lycans. Viktor only let her live because of resemblance to his deceased daughter. The night of her family's murder she was made into a vampire by Viktor.

Selene became a Death Dealer, fighting against the Lycans for vengeance on the atrocities she believed they had committed against her family. She also exiled the Official Historian, Andreas Tanis, on Viktor's orders. Many years later (shortly before the events portrayed in Underworld) she became an object of romantic interest for Kraven, the Coven's regent, however she did not reciprocate his advances.

After a confrontation with the Lycan hitman Raze, Selene discovered what was supposedly a Lycan lair. She was angry when Kraven dismissed her claims, not knowing that Kraven was in league with the Lycan leader Lucian in a bid to take over the control of the vampire realm from the Elders. She tracked down Michael Corvin, who she believed the Lycans had an interest in.

Against the sacred rules of The Vampire Covenant, Selene and Michael, who was infected with the lycanthropy virus, fell in love. She awakened Viktor from his deep slumber, believing that only he has the power to deal with the conspiracy between Kraven and Lucian. She then led a mass assault on the Lycans' underground bunker.

After Michael was shot by Kraven, Selene was forced to infect Michael with her vampire strain, thus making him the first hybrid, a Lycan dominant hybrid. She also learned the truth about her family's killer from Kraven, and she struck Viktor down while the Elder was preoccupied with fighting Michael. She then retrieved Sonja's pendant, carrying on her legacy. **(Str20/26)**

PERSONALITY

Selene is cold and aloof, full of hatred and vengeance against the 'Lycans' – the vampire's age-old werewolf enemies. Learning the truth, not only her origin, but the war against the Lycans, however, has caused her to question everything she ever believed. She has feelings for the Lycan-hybrid, Michael, and is learning feelings for her previously unknown daughter, Eve.

POWERS AND ABILITIES

Selene was originally a normal vampire, dependent upon blood, and unable to survive in direct sunlight Underworld vampires have no weakness against religious symbols, but are vulnerable to wood and silver. She has superhuman strength, durability and agility, all of which increase dramatically after drinking the blood of the Elder, Alexander, as well as losing her vulnerability to sunlight.

REAL NAME: SELENE
OCCUPATION: DEATH DEALER **BASE:** MOBILE
AFFILIATION: FORMERLY THE VAMPIRE COVEN
HEIGHT: 5/ 8" **WEIGHT:** 125 LBS.
EYES: BROWN **HAIR:** BLACK

SELENE PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
5	6	5	5	7	2	2	2

POWERS

Vampire: Immunity 30 (Fortitude), Impervious Toughness 6 (limited to non-silver weapons), Regeneration 5 (limited to when not staked or beheaded) • *40 points*
Vampire Bite: Weaken Stamina (blood drain) 1 • *1 point*
Wall-Crawling: Movement 1 (Wall-Crawling 1) • *1 point*

EQUIPMENT

Automatic Pistol: Ranged Damage • *3 points*

ADVANTAGES

Animal Empathy, Defensive Roll 2, Diehard, Equipment 1, Improved Critical (Unarmed), Fearless, Improved Hold, Improved Initiative, Instant Up, Power Attack, Ranged Attack 2, Startle

SKILLS

Close Combat: Unarmed 4 (+11), Deception 6 (+9), Expertise: Arcane Lore 10 (+12), Insight 6 (+8), Intimidation 6 (+8), Investigation 6 (+8), Perception 6 (+8), Persuasion 8 (+10), Ranged Combat: guns 7 (+14), Stealth 6 (+11)

OFFENSE

INITIATIVE +14

Pistol +14	Ranged, Damage 3
Unarmed +11	Close Damage 5, Crit 10-20

DEFENSE

DODGE	11	**FORTITUDE**	Immune
PARRY	11	**TOUGHNESS**	9/6*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	70	**SKILLS**	33
POWERS	42	**DEFENSES**	16
ADVANTAGES	16	**TOTAL**	132

COMPLICATIONS

Blood of the Elder: After drinking the blood of an Elder, Selene inherited his power, giving her STR 7, STA 10, AGI 7, and DEX 7. Her Regeneration increases to 7, and she loses her fatal vulnerability to Sunlight
Enemies: Lycans. Vampires have been at war with the werewolves for centuries and, as a vampiric Death Dealer, Selene's main purpose in life was to kill them. Recent revelations, however, have eroded her confidence in the truth of her mission.
Relationships: Selene is close with the Lycan/Vampire hybrid, Michael Corvin. She has recently discovered she has a daughter, with Michael named Eve. Her father figure was the vampire Elder, Viktor, before she discovered it was he who slaughtered her family.
Vampiric Weaknesses: Vampires have a dependence on blood (-2 points) and a fatal vulnerability to sunlight (-8) (destroyed after 10 rounds.

UNDERWORLD WEREWOLVES AND VAMPIRES

The vampires and werewolves of *Underworld* are a physical match for typical examples (see individual entries for **Monsters: Vampires** and **Monsters: Werewolves**). The primary differences are the absence of religious trappings in the case of the vampires, who have no weakness against religious totems, as well as retaining most of their human personalities in their vampire state. It is also unclear whether or not the vampires in *Underworld* reality are actually 'undead' so much as simply mutated to a more powerful form – Selene was able to become pregnant and give birth, indicating that the 'vampires' are living beings.

The werewolves are more traditional lycanthropes, leaning more toward the incarnation seen in films like *The Howling*, where the werewolf can change into its bestial form at will, and retains its normal intelligence as a werewolf. There are also examples of hybrids between the two 'species' – there are creatures who have been created by such things as a vampire bite on a werewolf, or by a werewolf impregnating a vampire – or a werewolf-HYBRID impregnating a vampire. Hybrids have generally proved to be much more powerful than normal members of their individual species, and gain the abilities of both tribes.

Elder werewolves and vampires are also much more powerful than others of their kind – in the case of the Lycans, much larger as well. Elder examples of both species can similarly pass their higher-level powers on to others.

The ability to crossbreed, as well as amplifying their natural powers suggests a historical relation between the Underworld creatures.

SENTRY

In an effort to get high, drug addicted teenager Robert Reynolds drank an experimental serum intended to duplicate the 'Super Solder' formula that created Captain America**,** only 100,000 times more powerful, and Reynolds was transformed into the Sentry. As theorized at the time, the serum moved his molecules an instant ahead of the current timeline resulting in a hyper state of consciousness. This is not, however, the true source of the Sentry's incredible might – it was only what allowed him to tap into the cosmic energy of the malignant force of nature known as the Void

Robert Reynolds was a schizophrenic drug-addict, and when he drank the serum than first transformed him into the Sentry it was, in fact, the villainous form of the Void that actually manifested first – the TRUE personality of Robert Reynolds.

The Void, however, is not simply a reflection of Robert Reynolds' dark half, but is a malevolent force all on its own – a cosmic, or even biblical force of nature, even described as an 'Angel of Death'. In either case, it follows that the Sentry identity itself was a fictional one - an idealized heroic persona created out of Reynolds' own subconscious fear and human guilt and was also the identity embraced by his conscious mind.

Reynolds' own schizopheenia, however, allowed the Void to operate, despite – in fact because of the existence of the Sentry - whenever Reynolds transforms into the Sentry, his dark side gains physical life in the form of the Void. Although, the Sentry and the Void are the same person, the Void actually manifests into the physical world.

Worse, the Void-personality can potentially take over Reynolds' mind entirely, erasing the idealized Sentry persona, and releasing the full power of the Void.

In an effort to stop his dark side, Reynolds, working with Dr. Strange and Reed Richards, erased all knowledge of the Sentry from the world including himself, hoping to eliminate the danger of the Void.

This ultimately proved futile, however, and both the Sentry and the Void personalities reemerged. Finally faced with releasing the full power of the Void, Thor and the Avengers were forced to kill Reynolds, shutting off the power of the Void, and throwing Reynolds' body into the sun. **(Str300/500)**

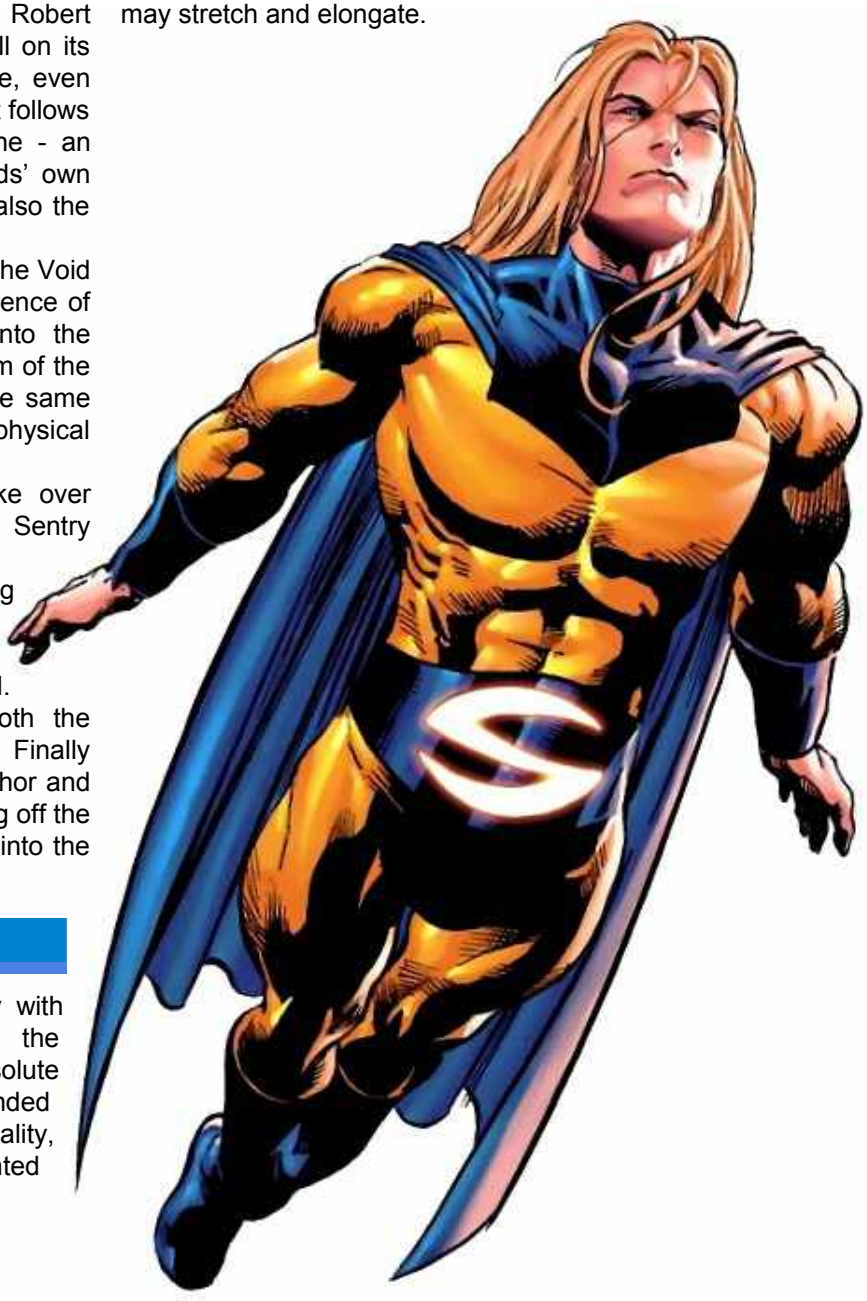
PERSONALITY

Robert Reynolds is a schizophrenic personality with three distinct personas; the Sentry represents the idealized, ultimate good; the Void represents absolute villainy; Bob Roberts is the average man. It ended up being proven that the Void was the true personality, and the Sentry was a fictional personality, invented as a psychic failsafe.

REAL NAME: ROBERT REYNOLDS
OCCUPATION: SUPERHERO, WRITER
BASE: NEW YORK CITY **AFFILIATION:** AVENGERS
HEIGHT: 6' **WEIGHT:** 1.94 LBS
EYES: BLUE **HAIR:** BLONDE

POWERS AND ABILITIES

The Sentry has high-level superhuman strength and durability, as well as the ability to channel vast amounts of cosmic energy. He also has superhuman speed, vision and hearing powers, as well as an uncatalogued list of mental abilities. The Void has all the Sentry's powers but manifests as an amorphous shadow that may stretch and elongate.



SENTRY PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
22	18	2	2	6	10	8	10

POWERS

Energy Blast: Ranged Damage 22 (heat) • *44 points*

Flight: Array *(30 points)*

• Flight 15 (64,000 MPH) • *30 points*

• Quickness 15, Speed 15 (64,000 MPH) • *1 point*

Invulnerability: Impervious Toughness 18; Immunity 10 (Life Support) • *28 points*

Super-Senses: Senses 15 (Acute and Extended Hearing) • *15 points*

Super-Speed: Quickness 8 • *8 points*

Super-Strength: Enhanced Strength 3, Limited to Lifting (Lifting Str25; 800,000 tons) • *2 points*

EQUIPMENT

HEADQUARTERS: WATCHTOWER * 25 PTS

Large; Tough 10; Features: Communications, Computer, Defense System, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Power System, Security System

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, Inspire, Power Attack

SKILLS

Close Combat: Unarmed 4 (+10), Expertise: Physical Sciences 2 (+12), Ranged Combat: Energy Blast 8 (+10), Perception 4 (+12), Persuasion 8 (+18)

OFFENSE

INITIATIVE +2

Energy Blast +10	Ranged Damage +22
Unarmed +10	Close Damage 22

DEFENSE

DODGE	10	**FORTITUDE**	22
PARRY	10	**TOUGHNESS**	18
WILL	10		

POWER POINTS

ABILITIES	156	**SKILLS**	13
POWERS	129	**DEFENSES**	16
ADVANTAGES	9	**TOTAL**	323

COMPLICATIONS

Nemesis: The Void. The Sentry is unique in that he is his own nemesis. The Void is the Sentry's darker personality, that manifests as a separate amorphous being whenever the Sentry loses control – which the Sentry risks any time he uses any of his powers at over 18 ranks (see 'Power of a Million Exploding Suns'). The Void has identical stats and powers as the Sentry with the addition of Elongation 4, Morph 2

Relationships: The Sentry's primary relationship is with his wife Linda. He has a particular friendship with the Hulk.

Secret Identity: The Sentry's human form is Robert Reynolds. Reynolds has **STR** 0, **STA** 1, **FGT** 2, **INT** 2, **AWE** 2, and **PRE** 2 with corresponding adjustments to his other ranks.

POWER OF A MILLION EXPLODING SUNS PLX2

The Sentry formula allows Robert Reynolds to tap into the primal malignant power of the force of nature known as the Void. The stats above are as his standard operating maximums, but if he chooses, he can draw even more energy, (+2 ranks to STR, STA, Energy Blast, Impervious Toughness), at the risk of personality of the Void supplanting the Sentry completely.

X-Level: At its peak, the unfettered power of the Void can be considered an X-trait – he is said to have faced-off Galactus. If the GM wishes, the Sentry may be portrayed as PLX1 at base level – all Powers and Abilities are assumed to be 20, while escalating to PLX2 if he draws upon extra energy – all Powers and Abilities are assumed to be 20 with a 20-point bonus for each additional X-rank (**20x2=40**) on all rolls.

SENTRY (UNLEASHED) PL17 (PLX2) • 335 POINTS

STR 24 STA 20 AGL 2 DEX 2 FGT 6 INT 10 AWE 8 PRE 10

Powers: Energy Blast: Ranged, Damage 24, **Invulnerability:** Impervious Toughness 20, **Super-Strength:** Enhanced Strength 1, Limited to Lifting (Lifting Str25; 800,000 tons) (StrPLX2)

Offense: Initiative +2, Heat Vision +10 (Ranged, Damage 24), Unarmed +11 (Close, Damage 24)

Defense: Dodge 10, Parry 10, Fortitude 24, Toughness 20, Will 10

Totals: Abilities 142 + Powers 144 + Advantages 13 + Skills 26 + Defenses 21 = 335

Complications: Malignant Force: The Void is a malignant force. The Sentry personality acts as a bulwark against the Void's release into the universe as an X-level power, whose purpose seems simply to cause death and destruction.

SEVENTH VOYAGE OF SINBAD

While Sinbad and his men are on their way to Baghdad, transporting the Princess Parisa – Sinbad's bride-to-be, in an arrangement that will secure peace between her kingdom and his - the ship encounters the isle of Colossa. Sinbad and his men are attacked by a gigantic, one-eyed Cyclops, and are saved by mysterious magician Sokurah, who appears and uses a magic lamp to protect Sinbad's men. But during the escape, Sokurah loses the lamp to the Cyclops. Desperate to retrieve it, he tries to persuade Sinbad to return to Colossa -- but Sinbad won't jeopardize the safety of the princess or the success of his mission.

In order to force Sinbad to return to Colossa, for the lamp, Sokurah reduces the Princess Parisa to only inches by means of a magical spell – and the only way to return her to normal is a potion that requires the shell from the egg of the giant Roc -- which resides on Colossa.

With a crew made up of a only a handful of his bravest men, combined with some of the most desperate convicts in the King's prison, Sinbad has to contend with potential mutiny at every turn, and the men are driven almost to madness by sirens before they even reach Colossa.

Arriving on the island, this time armed with a giant crossbow, Sinbad and his men seek out the giant Roc egg, but soon encounter another giant Cyclops, who attempts to roast Sinbad's men on a spit. Sinbad manages to blind the monstrous Cyclops, and then leads him over the edge of a cliff. Sinbad recovers the magic lamp from the Cyclops' treasure. The tiny Princess Parisa slips inside the lamp, and meets the genie trapped within, and the two become friend, the genie vowing to help Sinbad if he can in exchange for granting the genie freedom.

Desiring the power of the lamp, Sakurah kidnaps the Princess, taking her to his castle, which is defended by a giant dragon. Having gained the shell of the Roc, Sinbad agrees to turn the lamp over on the condition that Sakurah lift the Princess' spell. Sakurah restores Parisa to normal, but when Sinbad refuses to return the lamp until they are out of danger, Sakurah brings to life a sword-wielding skeleton to attack Sinbad. Shattering the skeleton on the castle steps, Sinbad and the Princess flee the castle with the lamp, but Parisa realizes that the fiery lava below the castle is the 'fiery water' from the genie's spell of freedom. Although the genie's power is greatly needed, Sinbad nevertheless keeps his promise to free the genie and tosses the lamp into the lava.

Sinbad and Parisa, however, are confronted by another Cyclops as they escape from Okra's cave, and are nearly caught in a battle between the Cyclops and the escaped guard dragon. The dragon kills the Cyclops, whereupon Sakurah leads the monster after Sinbad and the Princess.

On the beach, the dragon is slain with the giant crossbow, and the beast collapses upon Sakurah in its death throws, killing the sorcerer once and for all. As they prepare to sail home, the genie appears once again, freed from his lamp, acting as their new cabin boy – and having stocked the ship with the unlimited wealth of the Cyclops treasure.

NOTE: ***The 7th Voyage of Sinbad*** was one of Ray Harryhausen's most popular films, with the Cyclops becoming perhaps his signature character It also represents the turn from the 'Monster on the Loose' films that had dominated his career, and opened up an entirely new direction for the stop-motion genera – the mythological fantasy, which eventually culminated in ***Clash of the Titans***. The skeleton fight was one of the most complex special effects scenes ever done, - topped only by Harryhausen himself, with SIX animated skeletons in his later film, ***Jason and the Argonauts***.

SETTING: ARABIAN KNIGHTS
BEST-KNOWN CHARACTERS: CYCLOPS, DRAGON, PRINCESS PARISA, SINBAD, SOKURAH, TWO-HEADED ROC
GENRE: ARABIAN KNIGHTS

SINBAD

The great Arabian hero, **Sinbad,** is a popular character in Ray Harryhausen's fantasy adventures, appearing in no less than three major features, beginning with the *7th Voyage of Sinbad, The Golden Voyage of Sinbad*, and *Sinbad and the Eye of the Tiger*. Sinbad is a swashbuckling adventurer, with an abundance of exotic monsters and villains. The Harryhausen features were instrumental in recreating the Arabian Knights tales as part of an emerging fantasy/adventure genre, rather than the girly, strip-artist shtick that had long been the staple. **(Str8)**

SINBAD PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	4	4	7	1	2	3

EQUIPMENT

Sword: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, Close Attack (Melee) 3, Benefit 2 [Status (Captain of 7 Seas), Defensive Roll 2, Equipment 1, Improved Initiative, Luck, Skill Mastery (Sailor)

SKILLS

Acrobatics 8 (+12), Athletics 8 (+10), Close Combat: Sword 7 (+17), Expertise: Navigation 8 (+10), Insight 3 (+5), Investigation 4 (+5), Perception 7 (+9), Stealth 3 (+7)

OFFENSE

INITIATIVE +7

Sword +17	Close Damage 5 Crit. 19-20
Unarmed +7	Close Damage 2

DEFENSE

DODGE	11	**FORTITUDE**	3
PARRY	11	**TOUGHNESS**	5/3*
WILL	6	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	52	**SKILLS**	24
POWERS	0	**DEFENSES**	17
ADVANTAGES	12	**TOTAL**	105

COMPLICATIONS

Enemies: Sakurah. Cyclops.

Relationships: Sinbad is engaged to Parisa Princess of Baghdad.

GENIE

The **Genie** of the lamp is a young boy named Baronni, fated to be trapped within his lamp, only to be released to do the bidding of whoever holds the lamp. Baronni is eventually freed by Sinbad and Parisa, becoming their cabin boy, and rewarding them with the treasure of the Cyclops. **(Str5)**

GENIE PL11 142 POINTS

Abilities: **Str** 0 **Sta** 1 **Agl** 0 **Dex** 1 **Fgt** 5 **Int** 3 **Awe** 4 **Pre** 30

Powers: Magic: Variable Power 12 (Limited to doing the bidding of whoever holds the lamp, must be summoned by incantation – see Complications below)

Advantages: Benefit 5 (Genie)

Skills: Expertise: Magic 8 (+13), Insight 8 (+12), Intimidation 4 (+7), Perception 6 (+10), Persuasion 4 (+7)

Offense: Initiative +0, Magic, Area Affliction (Varies) 10

Defense: Dodge 6, Parry 6, Fortitude 8, Toughness 0, Will 5

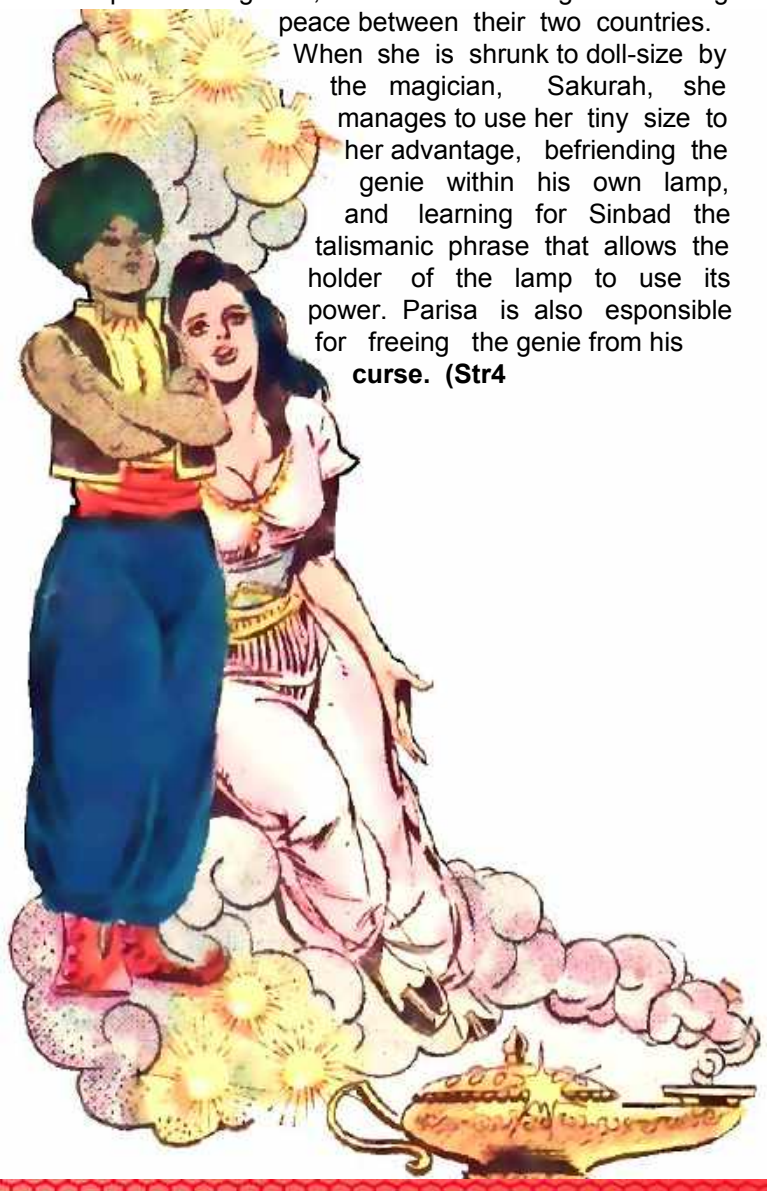
Totals: Abilities 34 + Powers 84 + Advantages 5 + Skills 15 + Defenses 14 = 142

Complications: Incantation: To use the power of the Genie, the wielder of the Magic Lamp must rub the lamp while speaking the incantation, "From the land beyond, beyond, From the world past hope and fear, I Bid You Genie, Now Appear," **Promise of Freedom:** The Genie's freedom is prophesied by the cryptic phrase, "When the big that was small, again becomes tall, into the fiery river you must fall."

PRINCESS PARISA	PL2 28 POINTS
Abilities: **Str** -1 **Sta** 0 **Agi** 1 **Dex** 1 **Fgt** 0 **Int** 1 **Awe** 1 **Pre** 1	
Advantages: Attractive, Benefit 2 (Princess)	
Skills: Insight 4 (+5), Perception 4 (+5), Persuasion 5 (+17), Stealth 4 (+6)	
Offense: Unarmed 0, Close Damage -1	
Defense: Dodge 4, Parry 3, Fortitude 1, Will 5, Toughness 0	
Totals: Abilities 6 + Powers 2 + Advantages 3 + Skills 8 + Defenses +10 = 29	
Complications: **Relationships:** Princess Parisa is the bride-to-be of Sinbad, and the daughter of the Caliph of Baghdad. Shrinking: While under Sakurah's spell, Parisa has Shrinking 20, that can only be reversed by powder from a Roc's egg.	

PRINCESS PARISA

Princess Parisa is Sinbad's fiancé, and daughter of the Caliph of Baghdad, and their marriage will bring peace between their two countries. When she is shrunk to doll-size by the magician, Sakurah, she manages to use her tiny size to her advantage, befriending the genie within his own lamp, and learning for Sinbad the talismanic phrase that allows the holder of the lamp to use its power. Parisa is also esponsible for freeing the genie from his **curse. (Str4**



SAKURAH

Sakurah is an evil magician, Sinbad discovers living on the Island of Colossa, who had come there seeking the power of a genie in a magic lamp. Sinbad first encounters Sakurah as the magician attempts to steal the lamp from the treasure of the Cyclops. Fleeing from the angry one-eyed giant, Sakurah is saved by Sinbad and his men, but loses the lamp as they flee the Island. Determined to return and gain possession of the lamp, Sakurah casts an evil spell upon Princess Parisa, Sinbad's fiancé, causing her to shrink to a few inches tall – a spell that can only be broken by powder from the eggshell of a Roc – a giant two-headed bird living on Colossa, forcing another mission to the island. **(Str6)**

SAKURA	PL8 81 POINTS
Abilities: **Str** 1 **Sta** 1 **Agl** 0 **Dex** 4 **Fgt** 0 **Int** 3 **Awe** 4 **Pre** 3	
Advantages: Ritualist, Seize Initiative, Set-up, Trance, Well-informed	
Skills: Deception 5 (+8), Expertise: Magic 12 (+15), Expertise: Medicine 8 (+11), Insight 8 (+12), Perception 8 (+12), Persuasion 4 (+7), Sleight of Hand 6 (+9), Treatment 7 (+10)	
Offense: Initiative +0, Magic, Area Affliction (Varies), Unarmed 0, Close Damage 1	
Defense: Dodge 5, Parry 5, Fortitude 5, Toughness 3/1, Will 5	
Totals: Abilities 32 + Powers 0 + Advantages 5 + Skills 29 + Defenses 15 = 81	
Complications: Practical Magic: Sakurah is a skilled magician, although he possess no inherent powers of his own, utilizing potions to produce most of his feats.	

CREATURES OF COLOSSA

The island of **Colossa** is a land of wonders – magical artifacts and mineral riches, but populated by giant monstrous creatures, including the tribe of giant one-eyed Cyclops, the monstrous two-headed Roc, as well as fearsome dragons

CYCLOPS

The **Cyclops** is the signature Harryhausen monster – his unique design, with his horned head and satyr-legs made the Cyclops the most popular among Colossa's denizens. The original Cyclops of Greek myth were Titan children of Chronos. A one-eyed giant called the Cyclops also menaced Odysseus in Homer's *The Odyssey* – a shepherd who feeds on Odysseus' crew. Harryhausen's Cyclops is a brutish, ogre, intelligent enough to create cages, and collect treasure, but still a monster with no apparent language. **NOTE:** Fan Trivia: The armature for the Cyclops was taken from Harryhausen's Venusian Ymir from *20,000,000 Miles to Earth* (See entry for Monsters on the Loose: Ymir). **(Str36)**

CYCLOPS PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	9	1	1	8	0	0	0

POWERS

Growth: Growth 7 (Innate; Permanent) • *14 points*

Horn: Strength-based Damage 2 • *2 points*

Thick Hide: Protection 2 • *2 points*

ADVANTAGES

All-out Attack, Fast Grab, Fearless, Improved Grab, Improved Hold

SKILLS

Close Combat (Horn) 2 (+10), Close Combat (Unarmed) 2 (+10), Perception 4 (+8), Expertise (Survival) 4 (+4)

OFFENSE

INITIATIVE +1

Horn +10	Close Damage 11
Unarmed +10	Close Damage 9

DEFENSE

DODGE	4	**FORTITUDE**	11
PARRY	8	**TOUGHNESS**	11
WILL	5		

POWER POINTS

ABILITIES	32	**SKILLS**	5
POWERS	101	**DEFENSES**	11
ADVANTAGES	7	**TOTAL**	156

COMPLICATIONS

Enemies: The Cyclops tribe's only enemy on their native island is the sorcerer, Sakurah, who kept a guardian Dragon to slay any Cyclops who dared trespass. The Cyclops have come to know Sinbad as an enemy as well

One-Eyed: Because they only have one eye, blinding attacks are particularly detrimental to the Cyclops

DRAGON

The mighty fire-breathing **Dragon** is Sakurah's guard beast against the island's tribe of Cyclops. The dragon is chained at the entrance to Sakurah's cave, in front of his castle. A winch system controls the monster's chain length, along passage to the castle, but as Sinbad escapes with the Magic Lamp, the dragon snaps its chain, pursuing Sinbad and Parisa to the mouth of the cave, almost right underfoot of a giant Cyclops. The dragon and the Cyclops immediately engage in battle and the one-eyed monster is quickly vanquished. Sakurah leads the dragon after Sinbad to the beach, directly into the path of Sinbad's giant crossbow. **(Str40)**

DRAGON PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	6	1	1	8	-4	1	-3

POWERS

Fire Breath: Ranged Damage 8 • *26 points*
Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 8 • *8 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Teeth: Strength-based Damage 4 • *12 points*

ADVANTAGES

All-out Attack, Fast Grab, Fearless, Improved Critical (Teeth), Power Attack, Ranged Attack 5 (Fire Breath)

SKILLS

All-out Attack, Fast Grab, Fearless, Improved Critical (Teeth), Power Attack, Ranged Attack 5 (Fire Breath)

OFFENSE

INITIATIVE +1

Fire Breath +6	Ranged Damage 8
Teeth +8	Close Damage 14

DEFENSE

DODGE	4	**FORTITUDE**	16
PARRY	6	**TOUGHNESS**	14
WILL	2		

POWER POINTS

ABILITIES	20	**SKILLS**	8
POWERS	66	**DEFENSES**	20
ADVANTAGES	10	**TOTAL**	124

ROC

The giant **Roc** is an eagle-like bird which, on Colossa, boasts two-heads. The potion to reverse the spell on Princess Parisa comes from the egg of a Roc. Unfortunately, while acquiring the shell, Sinbad's hungry crew also discover a giant Roc chick, the size of an elephant, and quickly slay the young bird for food – which, of course, brings the wrath of the mother Roc down upon them, killing several of Sinbad's men before they can make their escape. **(Str35)**

ROC PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	11	3	0	3	-4	1	0

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Claws: Strength-based Damage 1 •*1 points*
Flight: Flight 3 (16 MPH, Wings) • *3 points*
Senses 2 (Extended Vision, Low-light Vision) • *3 points*
Two-Headed: Extra Limbs 2 (Two Heads) • *2 points*

ADVANTAGES

Fast Grab

SKILLS

Close Combat: Claws 4 (+7), Perception 6 (+7).

OFFENSE

INITIATIVE +3

Claws +7	Close Damage 10

DEFENSE

DODGE	4	**FORTITUDE**	11
PARRY	4	**TOUGHNESS**	11
WILL	2		

POWER POINTS

ABILITIES	14	**SKILLS**	5
POWERS	25	**DEFENSES**	11
ADVANTAGES	1	**TOTAL**	56

SKELETON

Kerwin Mathews' Sinbad is reminiscent of Errol Flynn, and the film is particularly famous for the sword-duel with the living **skeleton** that Sakurah animates with his magic. Between the impressive pantomime of Mathews and the painstaking stop-motion animation that matched the model skeleton to the live action, it was an unprecedented feat in special effects.

The rave-reviews of the exciting sequence made the animated sword-fight a staple of later Ray Harryhausen pictures, from the three ghouls in *Sinbad and Eye of the Tiger*, to the stone statue of the goddess Kali in *Golden Voyage of Sinbad*, and, most spectacularly, with the battle against the seven skeleton in *Jason and the Argonauts*. **(Str6)**

SKELETON PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	-	1	-1	4	-	-1	-

POWERS

Sword: Strength-based Damage 3, Removable (-2 points) • *1 point*

Undead: Immunity 30 (Fortitude effects) • *30 points*

ADVANTAGES

None

SKILLS

Close Combat: Sword 6 (+10)

OFFENSE

INITIATIVE +1

Sword +10	Close Damage 4 Crit. 19-20
Unarmed +4	Close Damage 1

DEFENSE

DODGE	8	**FORTITUDE**	Immune
PARRY	8	**TOUGHNESS**	4
WILL	Immune		

POWER POINTS

ABILITIES	-13	**SKILLS**	5
POWERS	31	**DEFENSES**	11
ADVANTAGES	0	**TOTAL**	34

OTHER CREATURES

Sirens: Because the voyage to Colossa is so dangerous, Sinbad musters a crew of murderous prisoners, who promptly mutiny taking Sinbad and his men prisoner. The mutiny, however, is short lived when a storm takes the ship past an island of wailing sirens that drives the crew mad. In their madness, they release Sinbad and his men to save the ship.

Snake-woman: As a display of his magic cal powers, Sakurah transforms Parisa's handmaiden, Sadi, into a blue, four-armed snake-woman who performs an exotic dance.

SHAPER OF WORLDS

Thousands of years ago, the warlike alien Skrulls began to experiment with opening portals to other dimensions. They managed to tap into a realm of amazing power – later to be known as the 'Dimension of the Beyonders' (see entry for: **Beyonder**) – and draw forth from it an energy they called the 'X-Element', which they contained within a small force construct called the Cosmic Cube. Whoever controlled the Cube had power like unto a god, for it had the ability to manipulate realty, and could accomplish literally almost anything the wielder could imagine.

The Cosmic Cube's first controller was the Skrull emperor, who used it to make himself a living god. Unbeknownst to it creators, though, the Cosmic Cube was slowly gaining sentience, copying thoughts and ideas from the mind of the emperor onto its own blank consciousness. Eventually, it became power-hungry in its own right and made a bid for control of the Empire. This resulted in a war that brought the Skrull Empire down into barbarism, which took a thousand years to recover.

Once free from the emperor, the Cube went its own way. It gave itself a body – part Skrull, part Cube – and traveled the galaxy in pursuit of its new passion – building worlds. Unfortunately, the newly born **'Shaper of Worlds'** had no imagination or vision of its own. Instead, it had to rely on others for ideas, which it would then make real.

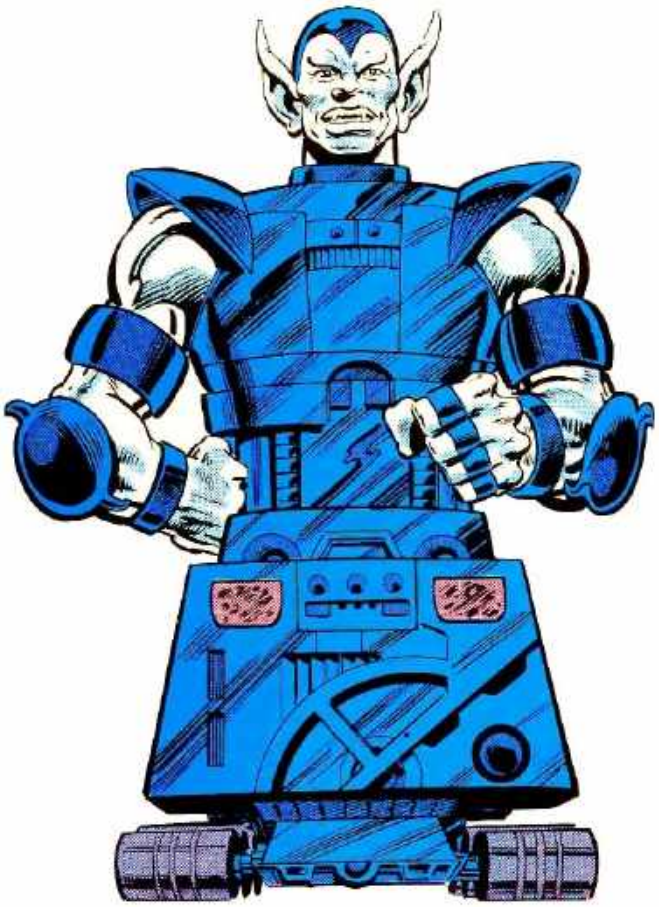
The Shaper eventually took on a human apprentice, named Thomas Gideon, who came to be known as Glorian, to aid it in its world-shaping.

In the meantime, back on Earth, the criminal organization A.I.M. had created a second Cosmic Cube, which was subsequently used by such evil beings as the Red Skull, Thanos, and the Hate-Monger. Knowing what evil could befall the galaxy should this new Cosmic Cube retain too many of the attitudes it had picked up from these evil men, the Shaper of Worlds claimed the second Cube, cleansing it of all its evil imprints. This second Cube eventually evolved into the cosmic being Kubik (See entry for: Kubik below**) (Str50)**

PERSONALITY

Initially the Shaper of Worlds was driven by intense curiosity about the dreams and ambitions of others, primarily because he himself had been denied the gift of dreams or imagination.

The Shaper of Worlds is quite single-minded about his purpose in life – he wants to build worlds, but needs the ideas of others to make it happen. Since the birth of Kubik, the Shaper has taken the role of mentor to this new entity, recognizing the truism that with great power comes great responsibility.



POWERS AND ABILITIES

The Shaper is an evolved Cosmic Cube with reality manipulation powers capable of altering reality on a planetary scale, although the size of the area and the time it takes to enact changes affect how long the effect lasts (Restoring an area to a natural state is quicker). While the Shaper's powers are often believed to be illusion, as they come from a subject's imagination, reality is, at least on some level, altered. The Shaper is immortal, nearly indestructible, capable of teleporting universal distances, and while not truly telepathic, can perceive the dreams of others for his shaping purposes.

X-Level: The stat-box is the Shaper as a playable PL20. At X-level, he is PLX2 - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (20x2=40) on all rolls.

REAL NAME: UNREVEALED, POSSIBLY INAPPLICABLE
OCCUPATION: REALITY MANIPULATOR
BASE: MOBILE
AFFILIATION: CUBE BEINGS
HEIGHT: 18' (VARIES)
WEIGHT: 18 TONS (VARIES)
EYES: BLUE
HAIR: NONE

SHAPER OF WORLDS — PLX2/PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
13	15	-1	7	10	20	20	25

POWERS

Cosmic Entity: Immunity 30 (Fortitude Effects), Impervious Toughness 16 • *46 points*

He Who Makes Dreams Live: Illusion 50 (All Senses), Area 2, Independent, Continuous, Increments (Reverse Fade), Linked Perception Ranged Damage 28 • *243 points*

Omniscience: Communication 23, Comprehend 23, Mind Reading 23, Senses 23 (Cosmic Awareness) • *297 points*

Reality Warping: Energy Control 28 (Variable Power, Any Powers with the Cosmic Descriptor) • *196 points*

Space Cruiser: Flight 20 Movement 3 (space travel 3) • *66 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 18 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Improved Initiative Jack of All Trades, Power Attack, Ranged Attack 12, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 10 (+30), Insight 10 (+30), Intimidation 11 (+35), Perception 20 (+40)

OFFENSE

INITIATIVE +3

Illusion	Perception Range Damage 28
Reality Warping +11	Ranged 28, Varies
Unarmed +12	Close Damage 13

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	15
WILL	20		

POWER POINTS

ABILITIES	218	**SKILLS**	28
POWERS	883	**DEFENSES**	13
ADVANTAGES	41	**TOTAL**	1183

COMPLICATIONS

Dream Weaver: the Shaper has no imagination and depends on the dreams and ideas of others to form templates for his world-shaping. Once he finds a template, he begins to warp reality until it corresponds with the illusions. If he should find a mind that wishes to be king of the world, reality is suitably manipulated. The Shaper is particularly attracted by grandiose, interesting and unusual dreams.

KUBIK

The Cosmic Cube that eventually became the being **Kubik**, was originally created by the scientists of AIM for purposes of world domination, before being stolen by the Red Skull as a part of his own nefarious plans, and then again by Thanos. The Cube Being known as the Shaper of Worlds finally intervened, cleansing the young Cube's nascent memory lest its still-forming sentience be influenced by such evil beings. The Cube eventually matured, transforming itself into the being that now called itself Kubik.

The Shaper took to mentoring Kubik and the two next appeared on Earth to deal with the Beyonder (see entry for: **Beyonder**), whose omnipotent powers were causing universal havoc. Having assumed mortal form, the Beyonder – a 'child unit' of the omnipotent beings known as Beyonders (see entry for: **Beyonder: Beyonders**) – had narrowed the scope of its power, and Kubik was able to defeat him.

Reclaiming the power that had split off into the Molecule Man, the Beyonder was transformed into a new female cosmic being, calling itself Kosmos, (See primary entry for **Beyonder: Kosmos**) a being which Kubik mentored in order to instill the same sort of psychologically-limiting strictures that limit a Cosmic Cube's reality manipulation abilities, although this effort was apparently a failure as the personality of Kosmos eventually eroded into insanity.

NOTE: The mortal form of Kosmos was recently killed, during the Annihilation Wave crisis which, theoretically, should have released the full power of the Beyonder back into the universe. It is unknown is this actually occurred, but neither the Beyonder nor Kubik have been heard from during the time since – although it's possible this could have something to do with the adult Beyonders' plot to destroy the Multiverse. **(Str65)**

X-Level: The stat-box is Kubik as a playable PL20. At X-level, he is PLX2 - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (20x2=40) on all rolls.

KUBIK PLX2/PL20

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
14	15	7	7	10	20	20	25

POWERS

Cosmic Entity: Immunity 30 (Fortitude Effects), Impervious Toughness 16 • *46 points*

Omniscience: Communication 23, Comprehend 23, Mind Reading 23, Senses 23 (Cosmic Awareness) • *297 points*

Reality Manipulation: Energy Control 28 (Variable Power, Any Powers with the Cosmic Descriptor) • *231 points*

Space Travel: Flight 20 (Space Travel 10), Teleport 30 • *100 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 18 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Improved Initiative Jack of All Trades, Power Attack, Ranged Attack 4, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat 2 (Unarmed), Expertise (All fields) 5 (+30), Insight 5 (+30), Intimidation 7 (+35), Perception 15 (+40)

OFFENSE

INITIATIVE +7

Reality Warping +11	Ranged 28, Varies
Unarmed +12	Close Damage 14

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	15
WILL	20		

POWER POINTS

ABILITIES	262	**SKILLS**	17
POWERS	674	**DEFENSES**	6
ADVANTAGES	43	**TOTAL**	1002

COMPLICATIONS

Relationships: Kubik has predominantly interacted with his fellow Cube Being, the Shaper of Worlds. After he was hatched from the Cosmic Cube, Kubik was mentored by the Shaper. When the Beyonder assumed its 'Kosmos' identity, Kubik mentored Kosmos in return.

GLORIAN

Billionaire's son Thomas Gideon was dying of radiation poisoning when he was discovered by the Shaper of Worlds, who had been attracted by his dreams. The Shaper took young Thomas Gideon and cured him of his fatal disease, transformed him into a golden cosmic being, unleashing his true potential. As **Glorian**, he committed himself to learning the Shaper's skills.

Unlike the Shaper, who was cold and unimaginative, Gideon was an Earthling at heart. He had all the curiosities and weaknesses associated with the humans of Earth.

Glorian attempted to cure the monster known as the Hulk by giving him his heart's desire. This effort failed miserably. The Hulk was manipulated by the demon Satannish, who was after Glorian's soul. In the end, the Hulk intervened on behalf of Glorian, and saved him from Satannish's devilish scheme.

Glorian left Earth for a time, to contemplate the full scope of his powers, he later returned to Earth and helped a group of young mutants called Generation X, who were lost at sea.

Recently Glorian appeared on the planet of Godthab Omega. The planet had become the home to some of the universes' most powerful beings. Glorian decided to transform this world into his greatest creation. It would be through this accomplishment that he would prove himself to the Shaper of Worlds.

In order to transform the planet, he needed more power and thought that he had found it in the exiled Kree, Ronan the Accuser, using Ronan's unbridled power to sculpt the world in his own image. After Ronan's vicious battle with Gamora, leader of the Graces, Glorian was able to complete his plan.

Glorian transformed Godthab Omega from chaos and turmoil into a place of peace and calm. It was to be his redemption from past failures and his independence from his master the Shaper of Worlds. His triumph was short lived due to the invasion of the Annihilation Wave. In a fit of anger and disappointment, Glorian managed to defeat the invaders by causing a massive explosion at the cost of his mind. Ronan and Gamora left him staring vacantly into his Cosmic Cube. **(Str4)**

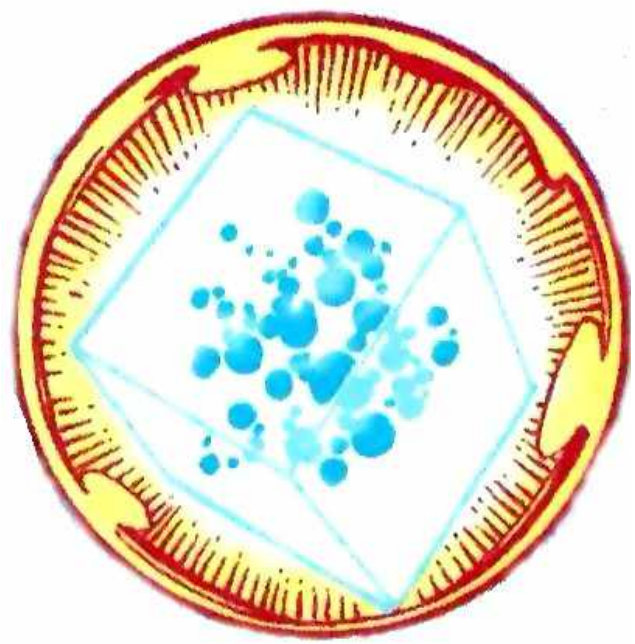
GLORIAN	PL16 300 POINTS
Abilities: Str -1 **Sta** 1 **Agi** 2 **Dex** 2 **Fgt** 0 **Int** 0 **Awe** 11 **Pre** 1	
Powers: Rainbow Bridge: Burst Area Flight 13, Burst Area Immunity 10 (life support), Burst Area Movement 2 (space travel); **Reality Manipulation:** Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor)	
Advantages: Benefit 2 (Shaper's Apprentice), Range Attack 5	
Skills: Insight 4 (+15), Perception 10 (+21), Persuasion 6 (+7)	
Offense: Ranged Affliction 7, Ranged, (Varies) 25	
Defense: Dodge 4, Parry 4, Fortitude 10, Will 11, Toughness 1	
Totals: Abilities 32 + Powers 240 + Advantages 7 + Skills 10 + Defenses +16 = 307	

COSMIC CUBES

Cosmic Cubes are vastly powerful artifacts capable of altering reality in response to the wishes of the beings who wield them. A Cosmic Cube is created by forming a 'metasingularity', or gray hole, that serves as an opening to the 'Dimension of the Beyonders' – godlike beings who dwell in a dimension adjacent to the Negative Zone. (See entry for: **Beyonder: Beyonders**). When a gray hole is opened, 'X-Element' is drawn from the Beyonders' dimension, and stored in a perfect cube of force, designed specifically to contain it - Cosmic Containment Units, or 'Cosmic Cubes' (See entry for: **Thanos: Cosmic Cube**).

In truth, these Containment Units are actually eggs that eventually hatch into cosmic beings capable of manipulating reality, (See entries for: **Shaper of Worlds** and **Kubik**). Until it matures, however, a Cosmic Cube is a weapon of vast potential. The exact limits of a Cube's power are not clearly defined although they are theoretically limited only by the psyche of its wielder. While a Cube's maximum range of effect is generally thought to be roughly equivalent to a solar system, they have been used to overcome (or at least usurp the power of) even beings as powerful as Galactus and Eternity.

NOTE: The good and evil alternate selves of the being known as Adam Warlock (See entries for: **Infinity Watch: Adam Warlock**, **Magus**, and the **Goddess**) collected Cosmic Cubes from several different dimensions – not all of which were cubes, with some being pyramids, globes, etc. – and combined them for even greater effects, most dramatically when the Goddess collected thirty units into the immensely powerful Cosmic Egg (See entry for: **Thanos: Cosmic Egg**).



SHARKS

Sharks are among the oldest and most successful predators on the planet, dating back some 300 million years. Although they have gone through many stages of evolution, their basic cartilage skeleton and general form has remained largely unchanged. Individual species represent some of the largest, most terrifying predators to ever exist on the planet. In modern times, they remain the dominant predator in the sea, in virtually every ocean in almost every niche.

Although their human toll is relatively low, sharks are also one of mankind's most deep-seeded fears. While no species of shark treats humans as its primary prey, even small ones have wicked teeth, capable of delivering a nasty bite, and many of the larger species can kill and even eat humans who happen to chance into their territory. Some of the most dangerous species are detailed here.

BULL SHARK

BULL SHARK — PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
4	3	1	1	2	-5	1	-4

POWERS

Thick Hide: Protection 2 • *2 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Power Attack

SKILLS

Athletics 4 (+5), Close Combat: Bite 1 (+3), Perception 5 (+6)

OFFENSE

INITIATIVE +2

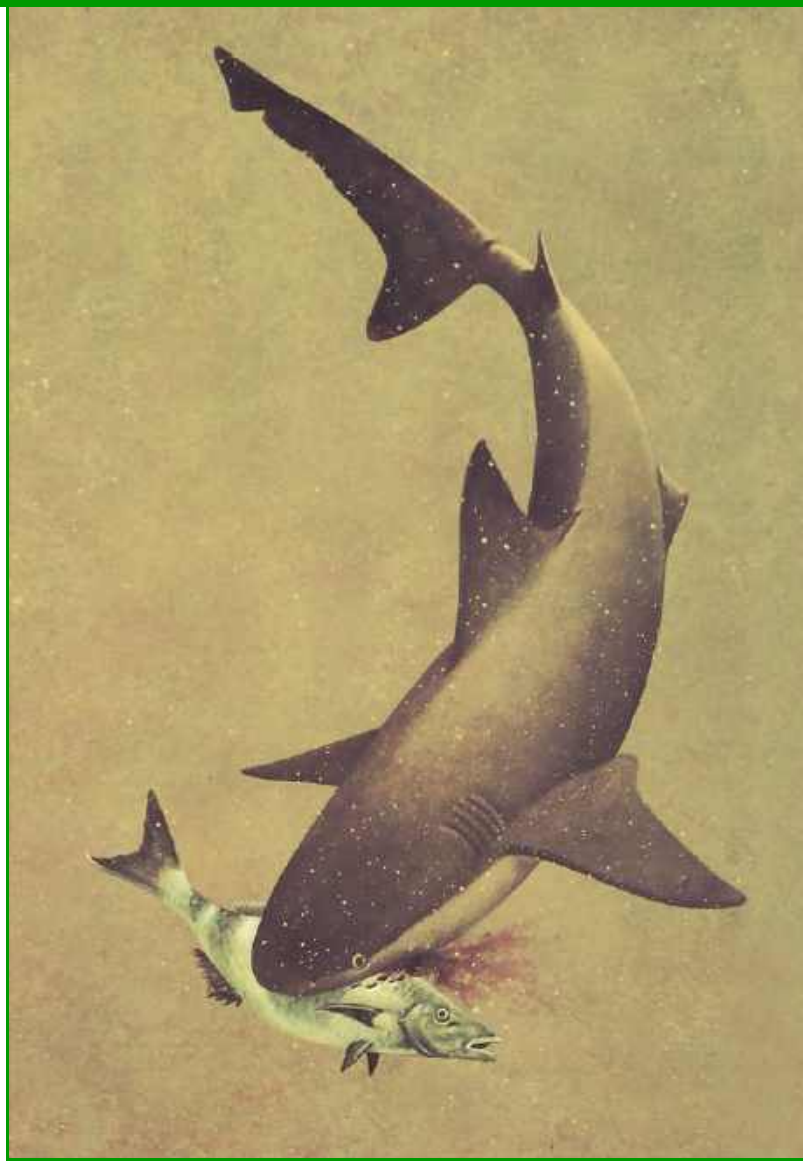
Bite +3	Close Damage 7
Slam +4	Close Damage 4

DEFENSE

DODGE	4	**FORTITUDE**	6
PARRY	4	**TOUGHNESS**	5
WILL	2		

POWER POINTS

ABILITIES	12	**SKILLS**	6
POWERS	17	**DEFENSES**	13
ADVANTAGES	4	**TOTAL**	55



MOST DANGEROUS SHARK IN THE WORLD?

The pugnacious **bull shark** is different from almost all other shark species in its ability to live in both fresh water rivers and lakes as well as the open ocean, which not only allows it to proliferate world-wide, in a range of habitats, it also places it right next to areas of high human habitation. Unfortunately, the shark's aggressive attitude, combined with its size and propensity to take largish prey, results in more attacks attributed to this species than any other, as well as the highest percentage of fatalities. In fact, it is believed that the infamous series of New Jersey attacks in 1916 – the ones that served as the inspiration for 'JAWS', and originally attributed to the Great White Shark - were more likely carried out, at least in part, by a bull shark. While a bull shark cannot bite with the authority of a big white, its nasty temper combined with its frequent proximity to humans, makes this species the most dangerous in the world. **(Str20)**

GREAT WHITE SHARK

GREAT WHITE SHARK — PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	8	2	2	4	-5	1	-4

POWERS

Growth: Growth 5 (Innate; Permanent) • *10 points*
Thick Hide: Protection 2 • *2 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Teeth: Strength-based Damage 4, Penetrating 8 • *12 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Critical (Bite), Power Attack

SKILLS

Athletics 4 (+6), Close Combat: Bite 1 (+5), Perception 5 (+6)

OFFENSE

INITIATIVE +2

Bite +5	Close Damage 13 (Penetrating 8) Crit. 19-20
Slam +4	Close Damage 9

DEFENSE

DODGE	4	**FORTITUDE**	11
PARRY	4	**TOUGHNESS**	10
WILL	2		

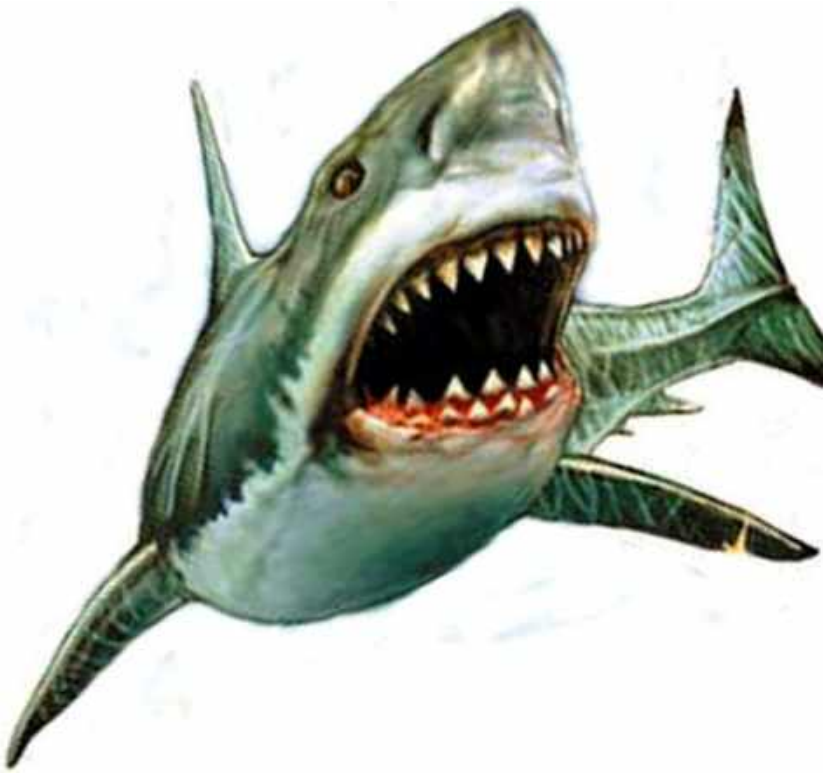
POWER POINTS

ABILITIES	14	**SKILLS**	5
POWERS	28	**DEFENSES**	9
ADVANTAGES	6	**TOTAL**	62

WHITE DEATH

The **Great White Shark** is the largest, most powerful of predatory sharks and the primary apex predator in its environment – with the exception of the Killer Whale, the white shark is the top predator in the ocean, designed to hit and incapacitate large prey in a single shot. The white shark usually targets surface prey, striking from below with a massively destructive first bite that ether kills or cripples its target, to be finished off at the shark's leisure. Considering that the prey animals are nimble and often dangerous creatures like seals and tusked walrus, this allows the shark to avoid potential injury from its prey.

The white shark's propensity for surface prey has, unfortunately, led it to target humans from time to time – notably surfers and kayakers, whose shadows on the surface resemble the shadow of a seal. **(Str30)**



JAWS

JAWS — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	9	2	2	4	-4	1	-4

POWERS

Growth: Growth 6 (Innate; Permanent) • *12 points*
Thick Hide: Protection 3 • *3 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Teeth: Strength-based Damage 4, Penetrating 8 • *12 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Critical (Bite) 2, Power Attack

SKILLS

Athletics 4 (+6), Close Combat: Bite 3 (+7), Perception 5 (+6)

OFFENSE

INITIATIVE +2

Bite +7	Close Damage 14 (Penetrating 9) Crit. 18-20
Slam +4	Close Damage 10

DEFENSE

DODGE	4	**FORTITUDE**	12
PARRY	6	**TOUGHNESS**	12
WILL	2		

POWER POINTS

ABILITIES	18	**SKILLS**	6
POWERS	32	**DEFENSES**	8
ADVANTAGES	9	**TOTAL**	81

GIANT MAN-EATING SHARK

Jaws is the generic name given to any of a gigantic strain of Great White Shark, documented along the eastern seaboard during the seventies and eighties. Thought by some to be mutants or possibly a prehistoric throwback species, these sharks were particularly aggressive and remarkably intelligent, showing deliberate and vindictive behavior even against specific individuals. When the first of their number was killed by Amity Police Chief, Martin Brody, other individuals surfaced, all targeting humans in general, but Chief Brody and his family members in particular. In fact, these sharks have demonstrated the somewhat inexplicable ability to psychically sense members of the Brody clan – even in-laws – over thousands of miles. **(Str38)**

MEGALODON

MEGALODON PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	11	2	2	4	-5	1	-4

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Thick Hide: Protection 2 • *2 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Teeth: Strength-based Damage 5, Penetrating 10 • *15 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Critical (Bite) 4, Power Attack

SKILLS

Athletics 4 (+6), Close Combat: Bite 1 (+5), Perception 5 (+6)

OFFENSE

INITIATIVE +2

Bite +5	Close Damage 16 (Penetrating 10) Crit. 16-20
Slam +4	Close Damage 11

DEFENSE

DODGE	2	**FORTITUDE**	11
PARRY	2	**TOUGHNESS**	13
WILL	2		

POWER POINTS

ABILITIES	12	**SKILLS**	8
POWERS	25	**DEFENSES**	7
ADVANTAGES	4	**TOTAL**	66

ULTIMATE JAWS

Megalodon was the largest shark ever to exist, and possibly the largest predator of all time, rivaling the Sperm Whale and probably exceeding Predator X. A scaled-up model of the Great White, Megalodon was similarly adapted for explosive attacks from below, adapting the massively destructive 'first bite' strategy of its modern cousin to whales instead of seals. Megalodon's jaws likely represent the most destructive attack of any predator, land or sea, in Earth history.

Estimates of Megalodon's size have varied – it had proportionately larger teeth than Great Whites, throwing off the rough rule that 2" of tooth equals 10' of shark – a 7 in Meg tooth likely indicated a 50' length, not 70'. **(Str42)**

TIGER SHARK

TIGER SHARK PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	6	1	1	2	-5	1	-4

POWERS

Growth: Growth 5 (Innate; Permanent) • *10 points*
Thick Hide: Protection 2 • *2 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Power Attack

SKILLS

Athletics 4 (+5), Close Combat: Bite 1 (+3), Perception 5 (+6)

OFFENSE

INITIATIVE +2

Bite +3	Close Damage 10
Slam +4	Close Damage 7

DEFENSE

DODGE	2	**FORTITUDE**	7
PARRY	2	**TOUGHNESS**	6
WILL	2		

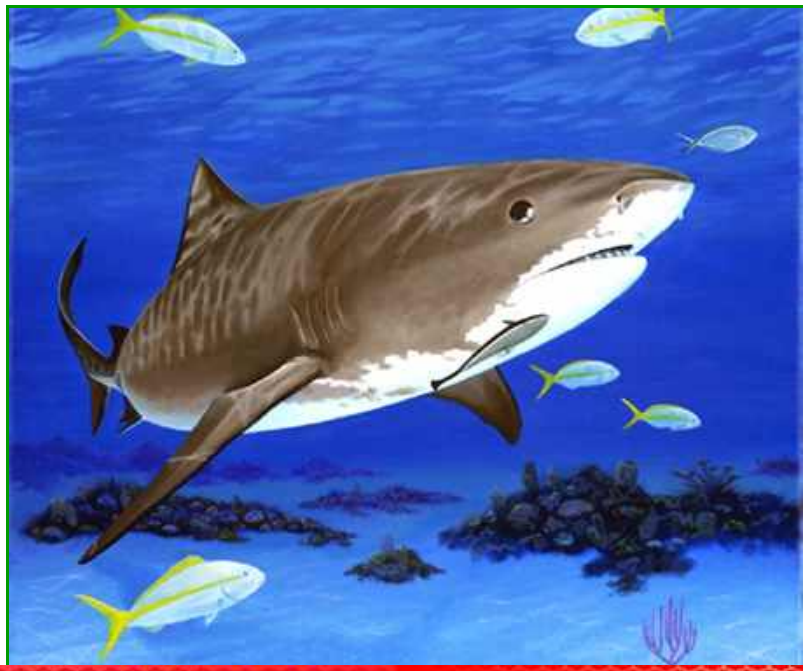
POWER POINTS

ABILITIES	12	**SKILLS**	5
POWERS	19	**DEFENSES**	7
ADVANTAGES	5	**TOTAL**	39

THE 'OTHER' GIANT MAN-EATER

After the Great White Shark, the **Tiger Shark** is the largest predatory shark in the sea. Although slimmer of build than the White, the Tiger still reaches lengths of 18 feet or more, and is the largest member of the *Charcharhinids* – the family of sharks that includes the pugnacious Bull Shark. Although not specialized for large-bodied prey like the White Shark, the Tiger is one of the most indiscriminate predators among sharks, feeding on anything from turtles to fish to seals to any non-edible piece of junk that happens to be floating around the ocean - most famously being the particular species cut open in JAWS to find it had eaten a car license plate. **(Str25)**

NOTE: Other *Charcharhinids* dangerous to humans are the slender Blue Shark, various reef sharks (all Str 3, Sta 2), as well as what was likely the greatest historical man-eater, the Oceanic White-tip (use Bull Shark stats) – the aggressive, ocean-going species that would have been responsible for old maritime shipwreck disasters, where people in the hundreds were torn apart by sharks.



OTHER DANGEROUS SEA CREATURES

GIANT SQUID PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	7	4	4	3	-4	1	-4

POWERS

Growth: Growth 5 (Innate; Permanent) • *10 points*
Ink Cloud: Concealment 4 (Visual, Cloud Area, Limited to Underwater • *8 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Swimming 4 (8 MPH) • *2 points*
Tentacles: Extra Limbs 4 (10 tentacles), Claws 1 • *5 points*

ADVANTAGES

Accurate Attack, Diehard, Fast Grab, Improved Grab, Improved Hold

SKILLS

Athletics 4 (+6), Close- Combat: Tentacles 1 (+7), Perception *5* (+6)

OFFENSE

INITIATIVE +4

Tentacles +7 Close (Reach 4) Damage 7

DEFENSE

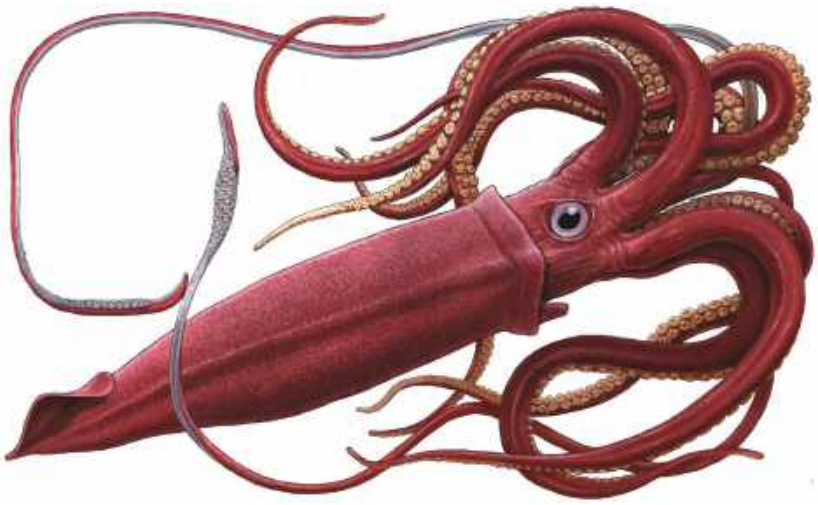
DODGE	4	**FORTITUDE**	9
PARRY	8	**TOUGHNESS**	7
WILL	2		

POWER POINTS

ABILITIES	16	**SKILLS**	5
POWERS	27	**DEFENSES**	17
ADVANTAGES	8	**TOTAL**	76

TERROR CROCODILE

The **giant squid** is the source of the ancient 'Kraken' legend, a tentacled sea-monster, capable of sinking ships. While the true giant squid *(Architeuthis dux)* does not measure up to the giant Kraken, it is still a potentially lethal creature. Ranging from 25–35' with exceptional individuals reaching 45' or more (although it should be noted that over half of this is the two longest tentacles, and that the body mantle itself is more in line with the size of a large shark – up to 7', and 600 lbs), the giant squid is the largest invertebrate, and while little is known of this creature, smaller relatives like the Humboldt squid, at 6', are voracious and dangerous predators, with hooks on their tentacles, known to attack in packs, tearing



human victims (usually hapless squid fisherman who fall in among them while feeding) to pieces.
The recently discovered, and even more massive, Colossal Squid *(Mesonychotaithis hamiltoni)* is not as long as the Giant Squid, but is much heavier, up to 16,000 lbs, with a short squat body, and vicious hooks on the tentacles – possibly a more direct analogue to the Humboldt Squid, and perhaps an even likelier candidate for the real life Kraken.. **(Str25)**

OCTOPUS PL5 49 POINTS

Abilities: **Str** 2 **Sta** 2 **Agi** 4 **Dex** 4 **Fgt** 3 **Int** -4 **Awe** 2 **Pre** -4

Powers: **Ink Cloud:** Concealment 4 (Visual, Cloud Area, Limited to Underwater, **Senses 2** (Low-Light Vision, Scent), **Swimming 4** (8 MPH).: Extra Limbs 4 (8 tentacles)

Advantages: Accurate Attack, Fast Grab, Improved Grab, Improved Hold

Skills: Athletics 4 (+6), Close Combat: Tentacles 1 (+7), Perception 5

Offense: Initiative +4, Tentacles +7, Close (Reach 2) Damage 2

Defense: Dodge 4, Parry 8, Fortitude 3, Will 2, Toughness 2

Totals: Abilities 18 + Powers 16 + Advantages 2 + Skills 5 + Defenses + 6 = 49

Octopus are another branch of diverse tentacled mollusks, some of which, like the Giant Pacific Octopus *(Paroctopus apollyon)*, can grow as large as 13' in circumference (tentacles spread). They are distinct from squid in having only eight tentacles, which surround a round, pouch-like body, as opposed to the arrow-shaped mantel of the squid.
Octopus are also much less aggressive than squid, and considered less dangerous (although some, like the Blue Ringed Octopus are venomous: **Affliction** 4). Like squid, octopus are among the most intelligent invertebrates. **(Str8)**

PIRANHA PL4

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-4	-1	1	2	1	-5	1	-4

POWERS

Shrinking: Shrinking 12 (Innate; Permanent) • *12 points*
Mass Attack: Burst-Area Damage 8 (Limited to groups of 100 or more; drops to 3 groups of 50 • *8 points*
Senses 1 (Low-Light Vision, Scent) • *1 point*
Swimming 2 (4 MPH) • *2 points*
Teeth: Strength-based Damage 2 • *2 points*

ADVANTAGES

All-out Attack, Fast Grab, Fearless, Improved Critical (Bite)

SKILLS

Close Combat: Teeth 4 (+5), Perception 5 (+1), Stealth 3 (+4)

OFFENSE

INITIATIVE +1

Mass Attack	Burst Area Damage 8 or less
Teeth +5	Close Damage-2

DEFENSE

DODGE	8	**FORTITUDE**	1
PARRY	7	**TOUGHNESS**	-1
WILL	2		

POWER POINTS

ABILITIES	-4	**SKILLS**	6
POWERS	25	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	47

FEROCIOUS FISH

The infamous **piranha**, are small (1 to 2 feet) razor-toothed fish, known for mass attacks, that strip hapless victims to bones in minutes. While threat from piranha is overblown, they are extremely dangerous in the dry-seasons, when river levels drop and they are trapped and starving in isolated pockets of water. *Serrasalmus nattereri* has the worst reputation. **(Str2)**

PIRANHA MUTANT PL5 50 POINTS

Abilities: Str -3 **Sta** -1 **Agi** 1 **Dex** 2 **Fgt** 1 **Int** -4 **Awe** 1 **Pre** -

Powers: Shrinking: Shrinking 12 (Innate; Permanent) , **Mass Attack:** Burst-Area Damage 8 (Limited to groups of 100 or more; drops to 3 groups of 50, **Senses 1** (Low-Light Vision, Scent), Swimming 2 (4 MPH), **Teeth:** Strength-based Damage 2

Advantages: All-out Attack, Fast Grab, Fearless, Improved Critical (Bite)

Skills Close Combat: Teeth 6 (+7), Perception 5 (+1), Stealth 3 (+4)

Offense: Initiative +1, Mass Attack, Burst Area Damage 8 or less, Teeth +7, Close Damage-2

Defense: Dodge 8, Parry 7, Fortitude 2, Will 2, Toughness -1

Totals: Abilities -2 + Powers 25 + Advantages 4 + Skills 6 + Defenses + 17 = 50

There are varying examples of mutant piranha – not all from the same source. The original mutants **(Str2)** were a weapons experiment, bred to withstand cold, toxins, and salt-water. An offshoot of this experiment, crossbred with flying fish, added **Flight 0**. Recently, a batch of prehistoric piranha were released from an ocean trench, adults of which had **STR 2, STA 1, AGI 2, and FGT 4. (Str10)**

SHE-HULK

Jennifer Walters is the cousin of Bruce Banner, the Incredible Hulk. She was enjoying a successful, if unspectacular law practice in California when she suffered a near-fatal bullet wound. Bruce gave her a transfusion of his own blood to save her life. The gamma-irradiated blood triggered Jen's transformation into the seven-foot, superhumanly strong **She-Hulk**

Unlike her cousin, Jennifer could control her transformations. Also, unlike her cousin, Jennifer enjoyed being the She-Hulk. For a while she could transform back into her normal form at will, but she has since lost that ability. Since she likes the power and strength of her new form, this doesn't bother her one bit.

She-Hulk is one of the most active and mobile people in the superhero community. During the Thing's absence, she served as a member of the Fantastic Four; she also spent a great deal of time as an Avenger, and has her own splinter group of superheroines, the Lady Liberators. She is an advocate for the superheroes in and out of the courtroom, and she currently works as a legal adviser for the Heroes for Hire. **(Str80/90)**

PERSONALITY

Gamma-irradiated blood has been kind to Jennifer Walters. She loves being the She-Hulk. Her strength and size give her the freedom to be bold and confident, in stark contrast to the mousy introvert she was in her normal human form. She is also quite sharp at her law practice, although her seven-foot tall frame and green skin can be a distraction in the courtroom.

Jen doesn't have quite the anger issues that her cousin, the Hulk, does but she can still be a bit temperamental and upholds the family tradition by being prone to slugging solutions

POWERS AND ABILITIES

As the She-Hulk, Jennifer possesses superhuman strength and durability, and the ability to leap great distances (although not quite up to the level of her cousin). Unlike her cousin, she retains her normal intelligence in both forms.

The She-Hulk also undergoes an adrenaline surge comparable to the Hulk's, with the difference being that her Adrenaline Surge is activated by fear rather than anger, giving her exponentially increasing strength. Once she reaches a certain level – perhaps simply via tapping into her animal brain – her mental capacity starts to suffer – losing intelligence points, and she becomes susceptible to panicked rages.

The She-Hulk has also received a fair amount of training in hand-to-hand combat, from such sources as Captain America and Gamora of the Infinity Watch.

Not the least of Jennifer's abilities is her legal-training - she is a practicing lawyer, and she can be every bit as dangerous in a courtroom as she is on the battlefield – and this is a skill that carries to both identities. Jennifer has actually been tapped for her attorney's skills by the Living Tribunal itself – the adjudicator of the entire multiverse.

RE REAL NAME: JENNIFER WALTERS
OCCUPATION: LAWYER, ADVENTURER
BASE: NEW YORK CITY **AFFILIATION:** AVENGERS, FF
HEIGHT: 6' 7" **WEIGHT:** 670 LBS
EYES: GREEN **HAIR:** GREEN

SHE-HULK PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	11	2	2	6	2	2	1

POWERS

Adrenaline Surge: Enhanced Strength 1, plus Enhanced Strength 4, Limited to Lifting (Lifting Str21; 50,000 tons), Limited to when afraid, may only increase 1 point per round • *5 points*

Shockwave: Burst Area Damage 10, Limited: Both the She-Hulk and her targets must be in contact with the ground • *10 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both the She-Hulk and her targets must be in contact with the ground • *1 point*

Leaping 8 • *8 points*

Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 4, Impervious Toughness 9 • *25 points*

ADVANTAGES

All-out Attack, Attractive, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 3 (+9), Expertise: Law 8 (+10), Intimidation 6 (+7), Perception 6 (+8), Persuasion 6 (+7), Ranged Combat: Throwing 7 (+9)

OFFENSE

INITIATIVE +2

Throw +9	Ranged, Damage 16-17
Unarmed +9	Close Damage 16-17

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	11
WILL	6		

POWER POINTS

ABILITIES	84	**SKILLS**	18
POWERS	48	**DEFENSES**	17
ADVANTAGES	4	**TOTAL**	188

COMPLICATIONS

Enemy: Titania.

Power Loss: The She-Hulk's Human form is that of Jennifer Walters

Relationships: The She-Hulk is close to her cousin, Robert Bruce Banner (a.k.a. the Hulk), is a member of the Avengers and past member of the Fantastic Four, so she has a wide range of contacts within the super-hero community, particularly female heroes. She has also had romantic dalliances with the likes of Starfox and Hercules

THE HULK'S COUSIN

Just being the Hulk's cousin carries a certain stigma, which has sometimes put her at odds with some of her other super-hero friends, as does her loyalty to her cousin. Then there have been times where the She-Hulk herself has become a rampaging monster in her own right, suffering the same sort of mental deterioration – down to the same savage, broken-English speaking brutishness as the Hulk – usually directly in relation to increased-adrenaline generated strength – the inherently unpredictable and potentially dangerous nature of the power that goes with being a 'Hulk'.

And this naturally breeds the distrust that just goes with being part of the Hulk family because, despite her regular status with the Avengers, Tony Stark nullified her powers during the 'World War Hulk' crisis, and only returned them when she agreed to aid in the stand against her own cousin.

SHE-HULK (LYRA) PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
14	10	4	4	10	2	1	2

POWERS

Gamma Chi: Enhanced Strength 2, plus Enhanced Strength 2, Limited to Lifting (Lifting Str19; 12,000 tons), Limited to when very calm, may only increase 1 point per round • *5 points*

Shockwave: Burst Area Damage 10, Limited: Both the She-Hulk and her targets must be in contact with the ground • *10 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both the She-Hulk and her targets must be in contact with the ground • *1 point*

Leaping 8 • *8 points*

Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 4, Impervious Toughness 9 • *25 points*

ADVANTAGES

All-out Attack, Attractive, Improved Hold, Power Attack

SKILLS

Intimidation 6 (+7), Perception 5 (+6), Persuasion 6 (+7), Ranged Combat: Throwing 6 (+9)

OFFENSE

INITIATIVE +2

Throw +9	Ranged, Damage 14-16
Unarmed +10	Close Damage 14-16

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	10
WILL	6		

POWER POINTS

ABILITIES	94	**SKILLS**	10
POWERS	50	**DEFENSES**	11
ADVANTAGES	4	**TOTAL**	169

COMPLICATIONS

Power Loss: In direct contrast to the rest of the Hulk clan, Lyra gets weaker as she gets angrier, dropping 1 point per round to a low of **STR** 9. **STA** 7

Relationships: Lyra has contacts with her mother Thundra, and the Hulk family.

Time-Lost: Lyra comes from an alternate future and is unfamiliar with modern society.

LYRA

Lyra is from an alternate future and is the genetically engineered daughter of Thundra and the Hulk. Lyra was dispatched back in time in a last ditch attempt to prevent the extinction of her people - seeking the greatest hero of the era—however, because in her own time, the warring tribes of men had taken former heroes such as Wolverine, and Sentry as symbols to continue their war on the 'Femizons', Lyra hoped to kill their greatest hero, and rob them of their totem.

She came into conflict with the original She-Hulk (Jennifer Walters), but the Sentry (believing himself the 'greatest hero' she is looking for) intervened. But Lyra told the Sentry that the name of that 'hero' was Norman Osborn. Further, when Lyra finally managed to confront Osborn, she revealed that her mission was not to kill him, but to breed with him. Upon kissing him, she recalled all the evil he would be responsible in the future and refused to go through with it. With the aid of Jennifer Walters, Lyra managed to escape , and Since then, she has joined forces with her 'father' the Hulk, and the rest of the 'Hulk Family'. **(Str60/90)**

SHE-HULK (ORIGINAL) PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
13	10	2	2	6	1	2	1

POWERS

Adrenaline Surge: Enhanced Strength 3, plus Enhanced Strength 2, Limited to Lifting (Lifting Str18; 6,000 tons), Limited to when afraid, may only increase 1 point per round • *5 points*

Shockwave: Burst Area Damage 10, Limited: Both the She-Hulk and her targets must be in contact with the ground • *10 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both the She-Hulk and her targets must be in contact with the ground • *1 point*

Leaping 8 • *8 points*

Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 4, Impervious Toughness 9 • *25 points*

ADVANTAGES

All-out Attack, Attractive, Improved Hold, Power Attack

SKILLS

Expertise: Law 8 (+9), Intimidation 6 (+7), Perception 6 (+7), Persuasion 6 (+7), Ranged Combat: Throwing 4 (+6)

OFFENSE

INITIATIVE +2

Throw +6	Ranged, Damage 13-16
Unarmed +6	Close Damage 13-16

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	10
WILL	6		

POWER POINTS

ABILITIES	74	**SKILLS**	15
POWERS	49	**DEFENSES**	17
ADVANTAGES	4	**TOTAL**	159

COMPLICATIONS

Enemy: Nicolas Trask

Power Loss: Human form of Jennifer Walters

Relationships: The She-Hulk is close to her cousin, Robert Bruce Banner (a.k.a. the Hulk), She has a tumultuous relationship with her father, Morris.

Savage She-Hulk: During her initial transformations, the She-Hulk lost –1 to her INT, and was more extroverted and temperamental. After gaining control of her transformations, she retained her full intelligence in both forms.

ORIGINAL SHE-HULK

The original She-Hulk was essentially a watered-down female version of her cousin. She tended to think of her two personas as separate people, and her transformations were similarly involuntary episodes based on stress. She also ran around in torn clothes, and like the Hulk, was generally at odds with most of the super-heroes she encountered, and was distrusted by the law. Towards the end of her series first run, the She-Hulk began to morph into her own character, the turning point being when she gained control over her transformations. Instead of the worsening multiple personality disorder of her rampaging cousin, Jennifer's human and She-Hulk personalities became one and the same, launching her into her Sensational She-Hulk era (see below).

(Str49/80)

SHE-HULK (SENSATIONAL) PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
14	11	4	4	6	2	2	1

POWERS

Adrenaline Surge: Enhanced Strength 3, plus Enhanced Strength 2, Limited to Lifting (Lifting Str19; 12,000 tons), Limited to when afraid, may only increase 1 point per round • *5 points*

Shockwave: Burst Area Damage 10, Limited: Both the She-Hulk and her targets must be in contact with the ground • *10 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both the She-Hulk and her targets must be in contact with the ground • *1 point*

Leaping 8 • *8 points*

Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 4, Impervious Toughness 9 • *25 points*

ADVANTAGES

All-out Attack, Attractive, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 2 (+8), Expertise: Law 8 (+10), Intimidation 6 (+7), Perception 6 (+7), Persuasion 6 (+7), Ranged Combat: Throwing 6 (+8)

OFFENSE

INITIATIVE +2

Throw +8	Ranged, Damage 14-17
Unarmed +8	Close Damage 14-17

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	11
WILL	6		

POWER POINTS

ABILITIES	88	**SKILLS**	17
POWERS	49	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	174

COMPLICATIONS

Enemy: Titania.

Power Loss: Human form of Jennifer Walters

Relationships: The She-Hulk is close to her cousin, Robert Bruce Banner (a.k.a. the Hulk), is a member of the Avengers and a sometime member of the Fantastic Four, so she has a wide range of contacts within the super-hero community, particularly female heroes. She has also had romantic dalliances with the likes of Starfox and Hercules.

SENSATIONAL SHE-HULK

From the time that she first joined the Fantastic Four and her association with the Avengers, the She-Hulk emerged from the half-savage female Hulk-analogue, in torn clothes, into a foxy cosmopolitan superheroine about town, driving flying Cadillacs, and hobnobbing with a who's-who list of super-hero celebrities, cementing herself as her own brand of new-age lady super-hero. She also renewed her law-practice – now permanently in her She-Hulk form, she became a legal representative specializing in meta-human affairs. In fact, this is the version of the She-Hulk that endures to this day, minus the power-up to her modern levels – although it could be said that these stats represent her as she seems to be portrayed in her modern cross-title Avengers/FF appearances, as opposed to how she seems in her own books. In either case, She-Hulk is the physically strongest Marvel super-heroine, and one of the most powerful heroes on Earth. **(St60/90)**

SHE-RULK PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
16	11	2	2	6	0	0	0

POWERS

Shockwave: Burst Area Damage 10, Limited: she and her targets must be in contact with the ground • *10 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: she and her targets must be in contact with the ground • *1 point*

Leaping 8 • *8 points*

Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 4, Impervious Toughness 9 • *25 points*

Super Hot: Energy Aura: Damage 6, Enhanced Heat Aura 12 (Limited to when angry, Side-Effect- Fatigue • *60 points.*

ADVANTAGES

All-out Attack, Attractive, Benefit 1 (General "Thunderbolt 'Ross' Daughter), Fearless, Improved Hold, Power Attack, Ranged Attack 8

SKILLS

Close Combat: Unarmed 2 (+8), Expertise: Computers 4 (+4), Expertise: Espionage 3 (3), Intimidation 6 (+6), Perception 3 (+3), Persuasion 6 (+6), Ranged Combat: Firearms 8 (+10), Combat: Throwing 6 (+8)

OFFENSE

INITIATIVE +3

Throw +8	Ranged, Damage 16
Unarmed +8	Close Damage 16

DEFENSE

DODGE	8	**FORTITUDE**	12
PARRY	8	**TOUGHNESS**	11
WILL	3		

POWER POINTS

ABILITIES	74	**SKILLS**	19
POWERS	114	**DEFENSES**	12
ADVANTAGES	14	**TOTAL**	203

COMPLICATIONS

Power Loss: She-Rulk's Human form is Betty Ross Banner

Relationships: Betty's main relationships are with her husband, Bruce Banner (the Hulk), and her father General Thunderbolt Ross (Rulk).

SHE-RULK

Betty Ross Banner was the wife of Bruce Banner, and only daughter of the renowned General Thaddeus E. "Thunderbolt" Ross. She was believed dead, murdered by the Abomination, who used the high levels of gamma radiation in his own blood to poison her (making it appear to be the fault of the Hulk). Betty was placed in cryogenic suspension by her father.

Red She-Hulk first appeared after the emergence of the Red Hulk – who turned out to be Betty's father, General Ross. '**She-Rulk**' came into conflict with Red Hulk ('Rulk'", who was hunting the mercenary Domino, after she witnessed him transform from his human form. Their encounter ended with Red She-Hulk kicking Red Hulk off the Empire State Building. She-Rulk engaged with a number of battles with the Hulks, but after Skaar stabs her with his sword, she reverts back to her human form, revealing that she is Betty Ross. Betty explains that she was brought back to life - having been put 'on ice' by her father after her death - thanks to various experiments by the Intelligencia that mutated her into She-Rulk. She begs Bruce to allow her to die, but instead transforms back into the Red She-Hulk, healing her injuries.

As She-Rulk, Betty is wildly irrational, creating a wedge with Bruce. It has however, actually brought her closer to her husband as the Hulk, and she has operated with the highly-volatile 'Hulk Family' ever since. **(Str80/100)**

SHE GETS EVEN HOTTER

She-Rulk has the same powers as the Red Hulk, with the ability to absorb forms of energy besides just gamma radiation (like the Cosmic Power of the Silver Surfer). If she absorbs an energy source of at least 16 ranks, she gains Enhanced Strength 1, plus Enhanced Strength 2 Limited to Lifting (Lifting STR19, 12,000 tons).

SHERLOCK HOLMES

Sherlock Holmes was born in England in the year 1854. Little is known of his family background, save that he is the grand nephew of the French artist Emile Jean Horace Vernet. It is also known that in his younger years, Holmes attended at least one of the country's leading universities, though it cannot be ascertained whether he was an alumnus of Oxford, Cambridge, or both. His older brother Mycroft, born 1847, whom Sherlock always considered to be even more intellectually gifted than himself, would spend much of his life serving on Her Majesty's Secret Service.

At the age of 20, Holmes was to find his life's calling. For it was in that year that he began his illustrious career as the world's first consulting detective, taking his first case...which his future friend and companion Dr. John Watson would come to title, in his chronicles of Holmes's endeavors, "The Adventure of the Gloria Scott." His study of science at university having informed his already keen mind and powers of observation, Holmes employed a process of deductive reasoning in his work, with great success.

In 1881, Holmes's professional relationship with Dr. John Watson began. Watson would come to assist Holmes in hundreds of investigations throughout their years together at Holmes's flat in 221B Baker Street, London, where both were attended by the landlady, Mrs. Hudson. In 1887, Watson began publishing his accounts of these adventures with "A Study In Scarlet." Over the years, The Strand Magazine would carry many tales of Holmes's baffling cases and brilliant insight, and he would become recognized across the globe as one of the world's finest analytical thinkers, often aiding Scotland Yard in their investigations, in addition to his own private consulting practice.

In 1891, Sherlock Holmes was apparently killed in Switzerland, when he and his cunning adversary, Professor James Moriarty, locked in combat, tumbled from the heights of the Reichenbach Falls into the waters below. No body was ever recovered, however, and Holmes shocked Watson and the world at large by resurfacing in 1894 and returning to public practice, explaining that he'd faked his death and remained in hiding for three years in order to elude Moriarty's criminal associates.

In 1895, after his miraculous return from the watery grave, Holmes was given a private audience with Her Majesty, Queen Victoria, in honor of his service to Crown and Country. In 1902, he was offered Knighthood, but declined. He retired to Sussex in 1904, having left behind a legacy unrivaled in the annals of criminal investigation. But even in "retirement" Holmes would again come to the aid of his country as the First World War approached. In 1914, at the age of 60, he was instrumental in the capture and arrest of a Prussian spy known as Von Bork.

REAL NAME: SHERLOCK HOLMES
OCCUPATION: PRIVATE DETECTIVE
BASE: LONDON **AFFILIATION:** PARTNER OF DR. WATSON
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: BROWN **HAIR:** BLACK

The Von Bork case seems to have been Sherlock Holmes's last bow. Following the arrest, Holmes returned to his life of seclusion in Sussex to live out his life in peace and solitude, keeping bees and eventually publishing a manual on the subject. The details of his death are not known, but he lives on to this day through the records of his thrilling cases, and will always be remembered and regarded as the "World's Greatest Detective". **(Str8)**

SHERLOCK HOLMES PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	3	4	4	8	7	7

EQUIPMENT

Encyclopedia: Enhanced Advantages Expertise (Anthropology, Geography, and History) 5 • *18 points*
Magnifying Glass • *2 points*
Pistol: Ranged Damage • *3 points*
Fighting Sticks: Strength-based Damage 2 • *1 point*

ADVANTAGES

Agile Feint, Close Attack 4, Benefit (World Famous Detective), Defensive Roll 2, Equipment 5, Improved Critical (Unarmed) 2, Improved Feint, Improved Initiative, Jack-of-all-Trades, Ranged Attack (Pistol) 4, Skill Mastery (Investigate), Well-Informed

SKILLS

Athletics 2 (+4), Close Combat: Fighting Sticks 2 (+10), Deception 8 (+16), Close Combat: Unarmed 2 (+10), Deception 8 (+16), Expertise (Chemistry, Poisons) 6 (+14), Expertise (19th Century Crimes) 6 (+14), Expertise (Criminology) 8 (+16), Expertise (Violinist) 4 (+12), Investigation 12 (+20), Insight 12 (+20), Perception 12 (+20), Persuasion 4 (+12), Sleight of Hand 4 (+7), Stealth 4 (+7)

OFFENSE

INITIATIVE +11

Fighting Sticks +10	Close Damage 4
Pistol +8	Ranged, Damage 3
Unarmed +10	Close Damage 2, Crit, 19-20

DEFENSE

DODGE	12	**FORTITUDE**	3
PARRY	11	**TOUGHNESS**	5/3
WILL	12	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	79	**SKILLS**	42
POWERS	0	**DEFENSES**	22
ADVANTAGES	24	**TOTAL**	165

COMPLICATIONS

Enemy: Professor Moriarty
Relationships: Partner of Dr. Watson, Occasional dalliance with Irene Adler

PERSONALITY

Whimsical and witty, even prone to mischievousness, Holmes is restless, constantly looking to stimulate his intellect. His absolute awareness of his surroundings, and his utter mental superiority makes dealing with normal folks sometimes difficult, which is why he tends to cling to those people who interest him.

POWERS AND ABILITIES

Besides being the World's Greatest Detective, Holmes is well-read on virtually every literary, scientific, or philosophical subject available in his time. He is a proficient practitioner of various Asian martial arts styles, as well as being a violinist and connoisseur of the performing arts.

WORLD'S GREATEST DETECTIVE

Sherlock Holmes is a synonym for the word 'Detective'. The image of the pipe-smoking sleuth, with a violin on his chin is the iconic vision, although the character has complex level of eccentricities, that are perhaps compounded by his formidable intellectual powers.

Robert Downey Jr.'s interpretation reintroduced Holmes's proclivities for intoxicants – both alcohol and some not so savory – making him prone to drunken carousing and brawling.

Holmes is also a bit socially inept, and at times is petulant and impatient with people of less mental ammunition that he – which is almost everybody. Holmes' distrust of women is also highlighted – and perhaps given actual cause – through his relationship with Irene Adler.

SHOGUN WARRIORS

The Shogun Warriors were created by a mysterious group called the Followers of the Light. Human operators were chosen from all around the world to operate the massive robots in order to battle evil. The three Shogun Warriors were, Raydeen, piloted by **Richard Carson,** an American stuntman, Combatra, piloted by **Genji Odashu,** a Japanese test pilot, and Dangard Ace, piloted by **Ilongo Savage,** an oceanographer from Madagascar.

The Followers of the Light were the generational nemesis of the evil forces of Lord Maur-Kon – an evil warlord presiding over the 'Followers of the Dark' – and the Shogun Warrior robots were created to battle the giant monsters Lord Maur-Kon used as war-machines. The human pilots had been recruited to face of the latest offensive from Lord Maur-Kon, and a series of battles with Maur-Kon's giant marching bestiary erupted over the following months.

Although this had been intended by Maur-Kon as a final victory, in the end, the Shogun Warriors beat back the assault, seemingly vanquishing Maur-Kon and the Followers of the Dark for good.

The victory, however, was unfortunately short-lived, as the Shogun Warriors' mentors, the Followers of the Light, were destroyed by the Primal One and his followers – a hostile alien force that had decided Earth's technology had outpaced its morality, and so was therefore determined to destroy the Shogun Warriors as well as other powerful humans, including Reed Richards and Tony Stark.

Acting on their own now, the Shogun Warriors discovered the alien force used robot warriors that dwarfed their own powers, and it was only though with the aid of the Fantastic Four that the Primal One's forces were defeated.

All three Shogun Warriors were eventually destroyed by another giant robot, The Samurai Destroyer, created by a criminal engineer who had stolen the blueprints for the original Shogun Warriors. Again with the aid of the Fantastic Four, the villain was captured and the rogue robot destroyed.

With the destruction of their own robots, the Shogun Warrior pilots, Richard, Genji, and Ilongo**,** presumably returned to their normal lives.

NOTE: The giant Stark Industries construct, the anti-Godzilla robot, known as Red Ronin, was active during this period (See Entries for: **Red Ronin**, and **Godzilla: Marvel**). Though similar of scale, and consistently fighting similar-type monsters and aliens over the same general time frame, neither Godzilla nor Red Ronin had any known interaction with the Shogun Warriors, although they did share the common opponent of Doctor Demonicus – an evil genius who, like Lord Maur-Kon, engineered an army of giant monsters to use as weapons of conquest.

POWERS AND ABILITIES

The Shogun Warriors are giant, human-piloted, nearly indestructible robots, designed specifically to combat giant monsters. Each is armed with a unique array of weapons (see individual entries). All three Shoguns can combine to create the Power Triangle Fist, a devastatingly powerful energy blast (see below).

REAL NAME: COMBATRA, DANGARD ACE, RAYDEEN
OCCUPATION: ANTI-KAIJU COMBAT AUTOMATION
BASE: SANCTUARY OF LIGHT
AFFILIATION: FOLLOWERS OF THE LIGHT
HEIGHT: 148' **WEIGHT:** 25,000 TONS
EYES: NONE **HAIR:** NONE

COMBATRA PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	-	0	0	5	-	0	-

POWERS

Armor: Protection 20, Impervious Toughness 12 - *32 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Robot: Immunity 30 (Fortitude) • *30 points*
Weapons Systems: Array *(38 points)*
• **Chest Laser:** Ranged Damage 19, Burst Area 9 • *38 points*
• **Finger Missiles:** Ranged Damage 7, Burst Area 4 • *1 point*
• **Flying Fist:** Ranged Damage 12 • *1 point*
Separation-Attack Mode: Array *(25 points)*
• **Delta-V One**: (Head)**: Flight:** Flight 9 (1.000 mph), Ranged Damage 7, Burst Area 9 • *25 points*
• **Skyskater Two (Upper Torso):** Flight 9 (1.000 mph), Ranged Damage 12 •*1 point*
• **Earthmover Three (lower Torso):** Impervious Toughness 12 Ranged Damage 9 • *1 point*
• **Turbostreaker Four (Legs):** R Flight: Flight 9 (1.000 mph), Ranged Damage 7 • *1 point*
• **Groundrover Five (Feet)**: Impervious Toughness 12 Ranged Damage 9 • *1 point*

ADVANTAGES

All-Out Attack, Great Endurance, Favored Foe (Kaiju), Power Attack

SKILLS

Close Combat 5 (+10), Intimidation 10 (+10) Ranged Combat: Weapons Systems 10 (+10)

OFFENSE

INITIATIVE 0

Chest Laser +10	Ranged Damage 19
Finger Missiles +10	Ranged Damage 7
Flying Fist +10	Ranged Damage 12
Delta-V One +9	Ranged Damage 7
Skyskater Two +10	Close Damage 12
Earthmover Three +10	Ranged Damage 7
Groundrover Five +10	Ranged Damage 7
Unarmed +10	Close Damage 20

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	0	**TOUGHNESS**	20
WILL	Immune		

POWER POINTS

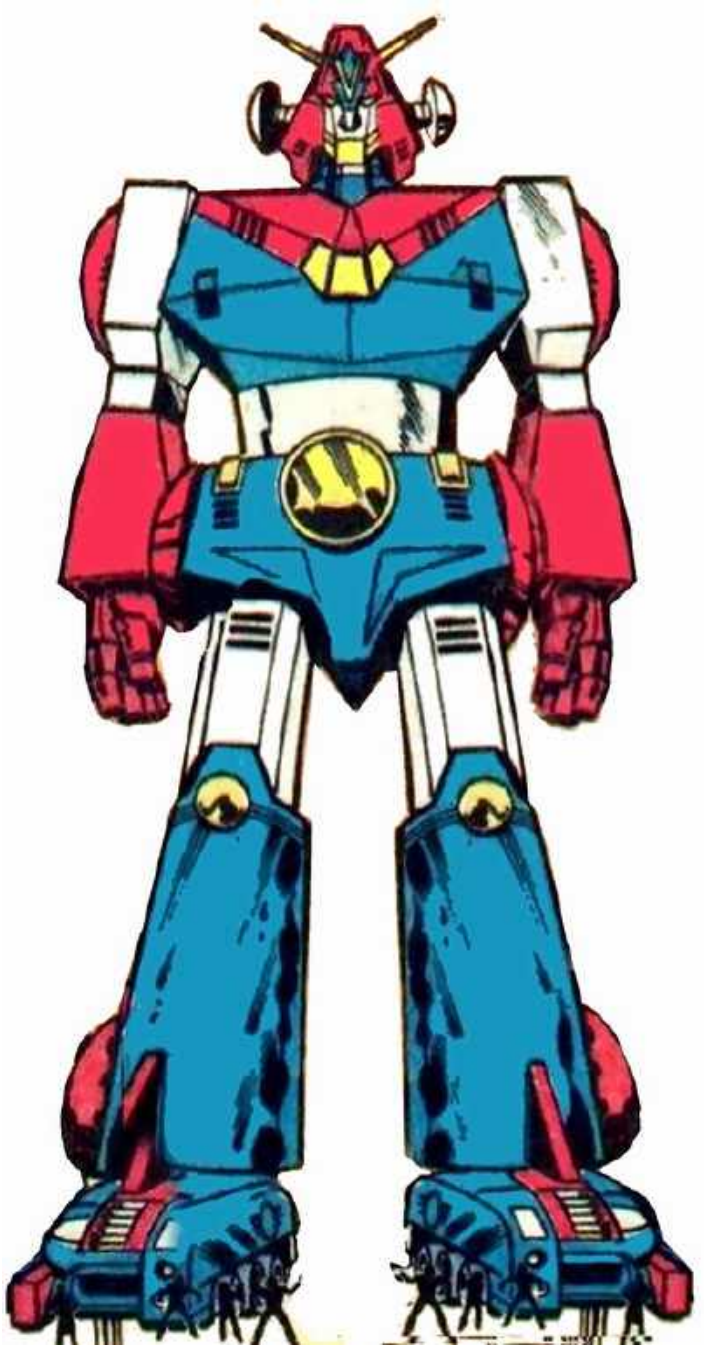
ABILITIES	-28	**SKILLS**	12
POWERS	183	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	184

COMPLICATIONS

Genji Odashu: STR 0, **STA** 2, **AGI** 2, **DEX** 2, **FGT** 2, **INT** 2, **AWE** 2, **PRE** 2; Vehicles 12 (+14), Init 2, Dodge 6, Parry 5, Fort 2, Tou 2

COMBATRA

Combatra is piloted by test-pilot, Genji Odashu and the robot's design is characterized by its ability to split into five different parts, able to attack on several fronts, or even different regions. Genji piloted the head while the other components were operated by Centrons, robots capable of reading Genji's thoughts and responding to her mental commands. **(Str190)**



DANGARD ACE

Dangard Ace was piloted by oceanographer, Ilongo Savage – probably the most reluctant member of the team. Dangard Ace unique function was to transform into the Dreadnaught Titan mode, a massive, tank-like construct with increased durability, and the ability to fly at a higher rate than its normal robot form, as well as acting as a giant submarine. Dangard Ace can combine with the other Shogun Warriors to create the Power Triangle Fist. **(Str190)**

DANGARD ACE PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	-	0	0	5	-	0	-

POWERS

Armor: Protection 20, Impervious Toughness 12 • *32 points*
Flight: Flight 6 (120 mph) • *12 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Robot: Immunity 30 (Fortitude) • *30 points*
Dreadnought-Titan Mode: Flight 7 (250 mph), Movement 1 (underwater), Protection 4, Impervious Toughness 16 • *22 points*
Weapons Systems: Array *(38 points)*
- **Eyes Lasers:** Ranged Damage 12 • *1 point*
- **Shield:** +3 Active Defense • *1 point*
- **Photon blasts:** Ranged Damage 19 • *38 points*

ADVANTAGES

All-Out Attack, Great Endurance, Favored Foe (Kaiju), Power Attack

SKILLS

Close Combat 4 (+10), Intimidation 10 (+10) Ranged Combat: Weapons Systems 10 (+10)

OFFENSE

INITIATIVE 0

Unarmed +10	Close Damage 20
Weapons Systems +10	Ranged Damage 19

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	0	**TOUGHNESS**	20
WILL	Immune		

POWER POINTS

ABILITIES	-28	**SKILLS**	12
POWERS	188	**DEFENSES**	16
ADVANTAGES	4		

COMPLICATIONS

Ilongo Savage: STR 2, **STA** 2, **AGI** 2, **DEX** 2, **FGT** 4, **INT** 2, **AWE** 2, **PRE** 2; Expertise: Science (oceanography) 8 (+10), Vehicles 8 (+10), Init 1, Dodge 4, Parry 4, Fort 2, Tou 2

RAYDEEN

Raydeen was the first of the Shogun Warriors encountered in modern times. It is the fastest of the three, able to assume the supersonic Firehawk formation. Raydeen's turbo-speed design well-suits the personality of its reckless, devil-may-care pilot, stuntman, Richard Carson – easily the most enthusiastic member of the team.

Raydeen is also the most specifically designed for hand-to-hand combat out of all the Shogun Warriors, being armed with a shield and blade, besides its standard array of lasers, finger missiles, and Cybernetic Bow that fires giant explosive arrows. Raydeen's signature weapon is its Screaming Hawk missile, fired from the chest. Along with the other Shogun Warriors, Raydeen may combine to create the Power Triangle Fist. **(Str190)**

RAYDEEN PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	-	0	0	5	-	0	-

POWERS

Armor: Protection 20, Impervious Toughness 12 - *32 points*
Flight: Flight 9 (1.000 mph) (Flaws: 'Firehawk form only, reduced to 6 in standard form), Movement 1 (Space Travel 1) • *20 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Robot: Immunity 30 (Fortitude) • *30 points*
Weapons Systems: Array *(47 points)*
• **Cybernetic Bow:** Ranged Damage 19, Burst Area 9 • *47 points*
• **Shield:** +3 Active Defense • *1 point*
• **Breaking Blade:** Penetrating 16 Strength Damage • *1 point*
• **Finger Missiles:** Ranged Damage 7, Burst Area 4 • *1 point*
• **Screaming Hawk:** Ranged Damage 19 • *1 point*

ADVANTAGES

All-Out Attack, Great Endurance, Favored Foe (Kaiju), Power Attack

SKILLS

Close Combat 4 (+10), Intimidation 10 (+10) Ranged Combat: Weapons Systems 10 (+10)

OFFENSE

INITIATIVE 0

Unarmed +10	Close Damage 20
Weapons Systems +10	Ranged Damage 19

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	0	**TOUGHNESS**	19
WILL	Immune		

POWER POINTS

ABILITIES	-28	**SKILLS**	12
POWERS	185	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	189

COMPLICATIONS

Richard Carson: **STR** 2, **STA** 3, **AGI** 3, **DEX** 2, **FGT** 4, **INT** 1, **AWE** 2, **PRE** 2; Athletics 6 (+8), Acrobatics 6 (+9), Vehicles 9 (+12), Init 1, Dodge 6, Parry 6, Fort 3, Tou 3

POWER TRIANGLE FIST

All three Shogun Warrors can combine to create the Power Triangle Fist – Area Burst Damage 25. All three robots must join one hand and take one round to power up. After this blast all three robots will require a period to recharge before they can attempt to combine again.

SILVER SURFER

Norrin Radd of the planet, Zenn-La, was an explorer and inventor. When the world-eater, Galactus, intended to consume Zenn-La, Norrin offered himself as a sacrifice for his world. He volunteered to become a herald for Galactus, scouting out uninhabited worlds that would quell the Ravager's Hunger. As he had never had a Herald, Galactus agreed and transformed the Zenn-Lavian into the being known as the **Silver Surfer**.

The Surfer served Galactus faithfully for many decades, until Galactus' Hunger finally drew him towards Earth. Upon meeting humans, including Alicia Masters and the Fantastic Four, the Surfer realized that he could not allow his master to destroy the Earth. He betrayed his master and fought alongside the heroes of Earth against Galactus.

To punish his Herald for his betrayal, Galactus erected a powerful force field around the Earth that held the traitorous Surfer captive there for many years – during which time he formed numerous contacts with the metahuman population – particularly the Fantastic Four and the Defenders. The Surfer eventually escaped Earth and wound up aiding Galactus against the Skrull Empire, for which the Devourer pardoned the Surfer and gave him his freedom.

The Surfer explored the universe for a time, looking for purpose, trying to atone for the billions that had died while he was Galactus' Herald. But responsibility to the universe always brought him back into service for the World Devourer, in one way or another. Recently, the Surfer has voluntarily resumed his duties as Herald, as it has been proven time after time that his best service to the universe is to guide Galactus' appetites away from inhabited worlds. **(Str98/150)**

PERSONALITY

The Surfer's cosmic awareness makes him aloof by nature, and his cosmic perspective makes him somewhat naive in the ways of mortals. He is burdened by guilt at the lives he has allowed to be destroyed at the hands of Galactus. Nonetheless, he remains pure of heart, and incorruptible, and an endlessly questing explorer.

POWERS AND ABILITIES

The Silver Surfer possesses vast cosmic power granted him by Galactus. He has the ability to channel ambient cosmic energy into concussive force blasts, or to restructure molecules at will. He can generate beams of energy from his hands with sufficient force to level a large city. He can survive in open space and has no need to eat or breath. With his board, he can travel freely through hyperspace and may, in fact, be one of the fastest moving objects in the cosmos.

The Surfer also possesses Cosmic Senses sufficient to track a grain of sand through space, enabling him to find favorable planets for Galactus' Hunger at the farthest reaches of the cosmos. His cosmic awareness also gives him a limited amount of prescience and clairvoyance.

REAL NAME: NORRIN RADD
OCCUPATION: HERALD OF GALACTUS, FORMER SCIENTIST
BASE: MOBILE
AFFILIATION: GALACTUS
HEIGHT: 6' 2"
WEIGHT: 210 lbs
EYES: SILVER
HAIR: NONE

SILVER SURFER — PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	14	2	4	8	2	11	5

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*

The Power Cosmic: Array (38 points)

• **Cosmic Blast:** Ranged Damage 19 • *38 points*

• **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*

• **Healing:** Healing 19 • *1 point*

• **Matter Manipulation:** Transform 19 (anything into anything.) • *1 point*

Silver Skin: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*

Surfboard: Enhanced Defense 2 (Dodge/Parry), Tou 16; Feature 1 (Remote Control), Flight 20 (2,000,000 MPH), Platform, Movement 4 (Environmental Adaptation — Zero-G, Space Travel 4), Removable (-7 points) • *43 points*

ADVANTAGES

Agile Feint, Assessment, Evasion, Extraordinary Effort, Move-By Action, Power Attack

SKILLS

Acrobatics 3 (+20), Expertise: Astronomy 20 (+22), Close Combat: Unarmed 2 (+10), Expertise: Physics 4 (+14), Perception 6 (+17), Persuasion 4 (+14), Ranged Combat: Cosmic Blast 9 (+11)

OFFENSE

INITIATIVE +2

Cosmic Blast +11	Ranged, Damage 19
Unarmed +10	Close Damage 18

DEFENSE

DODGE	14/12*	**FORTITUDE**	16
PARRY	14/12*	**TOUGHNESS**	16
WILL	11	*Without Surfboard	

POWER POINTS

ABILITIES	116	**SKILLS**	28
POWERS	138	**DEFENSES**	16
ADVANTAGES	6	**TOTAL**	304

COMPLICATIONS

Guilt: The Silver Surfer suffers tremendous guilt and moral conflict over the billions of lives Galactus took during the Surfer's tenure as Herald, nevertheless serving loyally, acknowledging that Galactus' serves cosmic consonance

Relationship: The Surfer's primary contact as Herald is Galactus, who he has served for centuries at a time. The Surfer also has contacts with most of the other current and former Heralds, as well as the Avengers, the Fantastic Four, and is a member of the sometime-superhero group the Defenders, along with Doctor Strange, Ghost Rider, the Hulk, and Namor.

Naive: Despite his time as Herald, the Surfer remains surprisingly innocent – particularly to those with malevolent intentions..

EARTHBOUND

As punishment for his betrayal, Galactus imprisoned the Silver Surfer on Earth, surrounding the planet with an invisible force field that only affected the Surfer. Despite near-constant efforts to breach the barrier, the Surfer was trapped on Earth for several years, attempting dimensional short-cuts around the barrier, absorbing the Hulk's gamma energy in an effort to boost his own power enough to break right through. While he sometimes gained brief success, circumstances always forced him back behind the impenetrable barrier. The method that finally worked, however, was when he attempted to leave Earth without his board – after the Thing suggested that if Galactus removed his 'space-time powers' the barrier would affect the artifact that gave him his flight. Finally freed, the Surfer promptly set out to make peace with Galactus, who finally relented and removed the barrier altogether.

COSMIC SURFER

SILVER SURFER ANNIHILATION PL16 (PLX1) • 334 POINTS

STR 19 STA 15 AGL 2 DEX 4 FGT 8 INT 2 AWE 11 PRE 10
Powers: The Power Cosmic: Array (40 points), **AE: Cosmic Blast:** Ranged Damage 20

If the Silver Surfer can tap into a large energy source, like a sun, he may temporarily add ranks to his Power Cosmic, although a boost over 20 requires a Toughness check against the rank of the Power Source or suffer damage

In the Annihilation Wave Crisis, Galactus reclaimed the Silver Surfer as his Herald, boosting his Power Cosmic enough to destroy entire planets. The Surfer still serves as Herald, although seems to have returned to his standard power levels.

SIX MILLION DOLLAR MAN

"Steve Austin, astronaut; a man barely alive. Gentlemen, we can rebuild him. We have the technology. We have the capability to build the world's first bionic man. Steve Austin will be that man. We can make him better than he was before. Better, stronger, faster."

The Six Million Dollar Man was based on the novel *Cyborg* by Martin Caidin, is the former astronaut Steve Austin who is severely injured in a rocket crash and is "rebuilt" in a title-giving operation that costs six million dollars. His right arm, both legs and the left eye are replaced by "bionic" implants that enhance his strength, speed and vision far above human norms: he can run at speeds of 60 miles per hour (100 km/h), and his eye has a 20:1 zoom lens and infrared capabilities. He uses his enhanced abilities to work for the OSI (Office of Scientific Intelligence) as a secret agent (and as a guinea pig for bionics).

The series was quite popular during its run, and produced a number of bionic spin-off characters, including the *Bionic Woman* (See Below), a bionic dog, and even a bionic Sasquatch – a creation of investigative aliens living in the northern woods. The series is iconic for its slow-motion bionic visuals and sound effects as well as a series of catchphrases from the opening narrative (above).

Steve Austin returned in the eighties for a series of made-for-television bionic movies, where he and Jamie Summers (the Bionic Woman) are revealed to have a son, who likewise experiences an accident which requires bionic implants and prosthetics (amped-up versions of his parents'), as well as featuring Sandra Bullock in an early role as a new bionic woman. The Bionic Woman series introduced a cybernetic army of evil 'Fembots' designed to look like human women but were simply robotic constructs.

The series' primary supporting characters were Austin's supervisor, Oscar Goldman (who read the show's opening narrative) and his physician, Dr. Rudy Wells, who oversaw the medical details of Austin's bionic implants. **(Str27/8)**

PERSONALITY

Steve Austin's personality on the television show differed dramatically from the character in the original Martin Caidin's novels. Caidin's Austin is a ruthless, cold-blooded killer – very much embracing the role of secret-agent hitman.

The Steve Austin of the *Six Million Dollar Man* television show was pointedly against killing, and was only a reluctant agent – more in line with the typical, likeable good-guy adventurer rather than the violent anti-hero of the *Cyborg* novels. In both versions, Austin has moments of revulsion of his own bionic implants.

POWERS AND ABILITIES

Steve Austin was a pilot and astronaut, before being granted bionic legs, right arm (*left* arm in the novels – no coherent reason for the change), and a left eye bionic eye (*right* eye in the literary version). His legs allowed him to run over 60 MPH and leap upwards of two-stories. His bionic arm gave him great strength (and was equipped with a poison dart gun in the novels that portrayed Austin as a ruthless killer), and his eye gave him telescopic vision - unlike the novel, which was equipped with a camera and a laser but had no visual capabilities, was removable, and left him blind in that eye.

REAL NAME: JAMES SCULLY
OCCUPATION: ADVENTURER, FORMER NAVY PILOT
BASE: MOBILE, FORMERLY PREHISTORIC PAST
AFFILIATION: U.S. AIR FORCE, SHOCK TROOP
HEIGHT: 6' 2" **WEIGHT:** UNREVEALED
EYES: BROWN **HAIR:** RED

SIX MILLION DOLLAR MAN — PL8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	2	2	4	1	2	1

POWERS

Bionic Man: Array *(6 points)*

• **Enhanced Strength 6:** Limited to Legs and Right Arm • *6 points*

• **Bionic Eye:** Senses 2 (Darkvision, Extended Vision), Infravision, • *1 point*

• **Bionic Legs:** Leaping 2, Speed 6 • *2 points*

ADVANTAGES

Benefit (Special Agent), Jack-of-all-Trades

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+7), Deception 4 (+5), Expertise: Espionage 8 (+9), Expertise: Military 4 (+5), Investigation 4 (+5), Vehicles 7 (+9)

OFFENSE

INITIATIVE +2

Unarmed +7 — Close Damage 2/8

DEFENSE

DODGE	8	**FORTITUDE**	3
PARRY	8	**TOUGHNESS**	3
WILL	6		

POWER POINTS

ABILITIES	34	**SKILLS**	18
POWERS	9	**DEFENSES**	14
ADVANTAGES	2	**TOTAL**	76

COMPLICATIONS

Relationships: Steve Austin was romantically involved with Jamie Summers, the Bionic Woman, and they eventually married and had a son who also became cybernetically enhanced. Steve is close friends with Dr. Rudy Wells, and his supervisor, Oscar Goldman.

Self-Loathing: Deep down, Steve hates his bionic implants and considers himself a freak.

Spy or Assassin: The novel version of Steve Austin is a ruthless killer. The TV show featured a reluctant nice-guy spy.

BIONIC WOMAN

In 1975, a two-part episode of the *Six-Million Dollar Man*, "The Bionic Woman" introduced Jaime Sommers, a pro tennis player who rekindled an old romance with Austin, only to suffer a parachuting accident resulting in her also being given bionic parts. Unfortunately, Jaime's body "rejected" her bionics and she died.

The character was very popular, however, and the next season it was revealed that Jaime Sommers had actually survived (saved by an experimental cryogenic procedure) and given her own popular adventure series, *The Bionic Woman* where she likewise perfomed as an agent for Oscar Goldman, and the Office of Scientific Intelligence, occasionally partnering with Steve Austin.

Steve Austin and Jaime Sommers both returned in three subsequent made-for-television movies: *The Return of the Six Million Dollar Man and the Bionic Woman* (1987), *Bionic Showdown* (1989) and *Bionic Ever After?* (1994) in which Austin and Sommers finally marry. They also have a son who has his own souped-up bionic implants **(Str22/7)**

BIONIC WOMAN — PL6 60 POINTS

Abilities: **Str** 0 **Sta** 2 **Agi** 2 **Dex** 2 **Fgt** 2 **Int** 1 **Awe** 2 **Pre** 0

Powers: **Bionic Woman:** 7-point Array, **AE: Enhanced Strength 7:** Limited to Legs and Right Arm, **AE: -Bionic Ear:** Senses 2 (Acute and Extended Hearing), **AE: -Bionic Legs:** Leaping 2, Speed 6

Advantages: Benefit (Special Agent)

Skills: Athletics 4 (+4), Close Combat: Unarmed 2 (+4), Deception 5 (+5), Expertise: Espionage 4 (+5), Expertise: Tennis 4 (+5), Investigation 3 (+4), Vehicles 3 (+5)

Offense: Initiative 2, Unarmed 4, Close Damage 0/7

Defense: Dodge 7, Parry 7, Fortitude 3, Will 5, Toughness 2

Totals: Abilities 22 + Powers 10 + Advantages 1 + Skills 13 + Defenses +14 = 60

SKAAR

Skaar was son of the Hulk and Caiera the Oldstrong. After Caiera's death, a cocoon containing Skaar fell into the lake of fire, and Skaar emerged from the cocoon, grown to an adult, wielding enough strength to defeat Axeman Bone and his dragons with his bare hands. Skaar learned to speak after meeting Princess Omaka and the two joined forces. Eventually, Skaar gained the Old Power but, soon after, became allied with the evil Red King and the people who considered Skaar a savior, including Omaka, lost faith in him and allied themselves with Axeman Bone.

With the Old Power, Skaar could see acts of murder committed by everyone on the planet and intended to kill Axeman Bone and his followers. The Silver Surfer interceded, removing Skaar's Old Power and revealing that Galactus was coming to consume Sakaar. He offered Skaar the chance to evacuate the planet, becoming a hero to the universe, as Sakaar would sate Galactus' hunger for thousands of years.

Caiera's spirit spoke to Skaar, asking him to give up his rage for the good of the people but Skaar instead proceeded into battle. Caiera used her Old Power to return in a stone form, defeating Skaar, who revealed his plan to kill everyone he deemed evil.

Caiera, offering him one last chance at redemption, forced the Silver Surfer, (who was controlled by an Obedience Disk), to strip Skaar of his Old Power and bring him to Galactus - a being who had killed billions - in order to truly grasp the consequences of his plans. The Surfer sent Skaar back to Sakaar and, believing Skaar had changed, Caiera returned his Old Power to him. Instead of evacuating the people, however, Skaar used the Old Power to destroy the Stone Ships, dooming everyone on the planet, believing the planet and Caiera's soul were more important than its people. He gave the Silver Surfer an ultimatum - spare Sakaar or he would use the Old Power to increase Galactus' hunger, causing him to consume every planet with the Old Power. The Surfer left, but informed everyone on the planet how Skaar's actions would kill billions. Caiera renounced Skaar as her son, exiling him from the planet. She then absorbed Sakaar's Old Power and waited for Galactus to consume her.

Upon Skaar's exile from his planet, he was warped to Earth, where he met and eventually joined forces with his father, the Hulk**. (Str90/150/300)**

PERSONALITY

Skaar was born heir to both the rage that dominated the psyche of the Incredible Hulk, as well as the serenity of Caiera the Oldstrong. And despite his great power, he is still really only a child, on his own from birth, who is only now learning to trust others.

POWERS AND ABILITIES

Skaar inherited the Hulk's great strength, including his adrenaline surge, invulnerability, superhuman healing, and ability to leap great distances. Skaar also inherited the Old Power, a mystical attempt to recreate the Power Cosmic by tapping into biospheric energy of planets. Skaar may channel the tectonic energies of planets, granting him mastery over earth and stone. He can break or mend the earth as he sees fit, turn his body to stone, and call up magma from the depths. He can also channel kinetic energy into his physical abilities, raising his strength for as long as he is contact with the Earth. Skaar cannot combine this power with his adrenaline surge.

REAL NAME: SKAAR
OCCUPATION: ADVENTURER
BASE: MOBILE
AFFILIATION: HULK FAMILY
HEIGHT: 9' 5"
WEIGHT: 1500 LBS
EYES: GREEN
HAIR: BLACK

SKAAR PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
17	17	0	0	6	0	0	0

POWERS

Shockwave: Burst Area Damage 12, Limited: Both Skaar and his targets must be in contact with the ground • *12 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both Skaar and his targets must be in contact with the ground • *1 point*

Leaping 12 • *12 points*

Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *32 points*

Adrenaline Surge: Enhanced Stamina 1, Enhanced Strength 2, plus Enhanced Strength 2, Limited to Lifting (Lifting STR21; 50,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *7 points*

The Old Power: *Array (19 points)*

• **Earth Control:** Move Object 19 (Limited: Must be contact with the ground) • *19 points*

• **Earthquake:** Burst Area Damage 19 Linked to Burst Area Affliction 19 (Resisted by Dodge; Vulnerable, Defenseless), Limited Degree; both effects are Selective, Limited: Both Skaar and target must be in contact with the ground) • *1 point*

• **Lava:** Area Affliction 19 • *1 point*

• **Stone Form:** Feature 1 (Transform instantly), Protection 2, Limited: May not be used when Adrenaline Surge is active • *1 point*

• **Super-Strength:** Enhanced Strength 7, (Limited to Lifting, Lifting Str24; 400,000 tons), (Limited: Must be contact with the ground, may not be used when Adrenaline Surge is active; 1 turn only) • *1 point*

EQUIPMENT

Battle Ax: Strength-based Damage 3 • *3 points*

Sword: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Close Attack 2, Diehard, Equipment 2, Fearless, *Improved Critical 2 (Strength-based Damage)*, Improved Hold, Power Attack, Ultimate Effort Strength)

SKILLS

Close Combat: Unarmed 2 (+10), Insight 6 (+8), Intimidation 9 (+9), Perception 5 (+8), Ranged Combat: Throwing 8 (+8), Technology 4 (+4)

OFFENSE

INITIATIVE +3

Battle-Ax +8	Close Damage 20-22 Crit. 18-20
Earthquake	Burst Area, Damage/Affliction 19 Resisted by Dodge; both Burst Area 2 or other effects)
Lava	Area Affliction 19
Sword +8	Close Damage 20-22 Crit. 18-20
Throw +8	Ranged, Damage 17-19 Crit. 18-20
Unarmed +10	Close Damage 17-19 Crit. 18-20

DEFENSE

DODGE	8	**FORTITUDE**	17-18
PARRY	8	**TOUGHNESS**	17-18/19*
WILL	8	*With Old Power	

POWER POINTS

ABILITIES	86	**SKILLS**	17
POWERS	87	**DEFENSES**	9
ADVANTAGES	11	**TOTAL**	200

COMPLICATIONS

Obsession: At one time, Skaar was primarily motivated by the the desire to kill his father, the Hulk, blaming him for his tragic childhood. Skaar seems to have worked through this particular issue.

Power Loss: Skaar can voluntarily transform into human-form, a young boy approximately 12 years-old with stats of **STR** 0, **STA** 1, **FGT** 2, and **AWE** 3 with corresponding adjustments to his sill ranks and defenses

Relationships: Skaar has contacts with the 'Hulk Family', including his father, Bruce Banner, the Hulk, his second cousin Jennifer Walters, the She-Hulk, Betty Ross Banner, She-Rulk, Rick Jones, A-Bomb, and his brother Hiro-Kala.

Temper: Skaar has inherited his father's quick fuse to go along with his strength.

Young: Despite his strength, Skaar is mentally still just a child.

SKULL THE SLAYER

James Scully is a trained soldier turned superhero who wears a Scorpion power belt that enhances his strength and durability. The belt also has preservative effects on his body's metabolism. On one occasion, Scully was able to funnel energy into explosive force. The full capabilities of the belt are unknown. After returning from Viet Nam, Scully was convicted of the accidental killing of his drug-addicted brother, who attacked him with a knife while high; the chartered plane transporting him and several others was caught in a time/space warp over the Bermuda Triangle and ended up crashing in an unknown location which appeared to incorporate elements from various points in Earth's history (centered around the mysterious Tower of Time) as well as artifacts left by alien races (including the power belt).

Scully and his companions were eventually rescued by the Thing of the Fantastic Four. He served in Doctor Druid's team of occult investigators the Shock Troops alongside Shadowoman and N'Kantu, the Living Mummy. He was attempting to find a way to remove the power belt which had recently been damaged and had altered his appearance. His skin had become transparent showing only a green glowing skeleton. During this time, he adopted the alias of the obscure Golden Age hero, the Blazing Skull. He crossed paths with heroes such as Quasar and Captain America while a member of the team.

Eventually, Doctor Druid was able to restore Scully to his normal appearance and he left the team. Sometime later, attempts to remove the belt caused him lose the youthful metabolism the belt provided. He gained weight and lost much of the physical shape the belt had kept him at over the years. While serving as a bodyguard, he met and had an adventure with the Avenger, Hawkeye. Scully has since returned to the Bermuda Triangle with Lee Forrester. **(Str9/38)**

PERSONALITY

Scully is a Viet Nam-era war-vet, and is full of the rebelliousness of the time-period. He is courageous to the point of recklessness, and his temper can often get the better of him. He feels personal guilt over the accidental death of his brother, and is reluctant to take responsibility for others. Scully was also deserted by his wife after serving time as a POW in 'Nam, leaving with trust issues, as well as being generally bitter and cynical. He has always had a problem with authority figures, made worse from his time as a fugitive over the death of this brother.

POWERS AND ABILITIES

James Scully is a skilled pilot, and a trained soldier, proficient with weapons and unarmed combat. His alien 'Scorpion Belt' enhances his physical strength, sufficiently to kill a fully-grown *Tyrannosaurus rex* with his bare hands. The belt has also shown limited energy-projecting abilities, as well as a force field, although Scully has not learned how to control these. For a brief period, the belt caused an odd effect that rendered his skin invisible and causing his skeleton to glow, although this has since returned to normal. In normal circumstances, Scully cannot remove the belt.

REAL NAME: JAMES SCULLY
OCCUPATION: ADVENTURER, FORMER NAVY PILOT
BASE: MOBILE, FORMERLY PREHISTORIC PAST
AFFILIATION: U.S. AIR FORCE, SHOCK TROOP
HEIGHT: 6' 2" **WEIGHT:** UNREVEALED
EYES: BROWN **HAIR:** RED

SKULL THE SLAYER — PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3*/10	3*/7	4	4	8	1	2	1

POWERS

Scorpion Power Belt: Unremovable; Enhanced Stamina 3, Strength 7, (Lifting Str 10; 25 tons), Immunity (Aging) • *11 points*

ADVANTAGES

All-out Attack, Defensive Roll, Power Attack, Takedown

SKILLS

Athletics 5 (+8/+15), Close Combat: Unarmed 2 (+10), Expertise: Military 4 (+5), Insight 4 (+6), Intimidation 5 (+6), Ranged Combat (Firearms) 6 (+10), Stealth 7 (+10), Vehicles 6 (+10)

OFFENSE

INITIATIVE +4

Unarmed +10 — Close Damage 3/10

DEFENSE

DODGE	10	**FORTITUDE**	3/10
PARRY	10	**TOUGHNESS**	10/6*/3**
WILL	8		

**Without Belt

**Without Defensive roll bonus

POWER POINTS

ABILITIES	52	**SKILLS**	19
POWERS	22	**DEFENSES**	12
ADVANTAGES	4	**TOTAL**	109

COMPLICATIONS

Fugitive: Jim Scully is wanted for the self-defense murder of his drug-addicted younger brother.

Relationships: While trapped in the Earth's past, Jim Scully was associated with Ann Reynolds, Jeff Turner and Dr. Raymond Corey.

SNAKE PLISSKEN

A convicted bank robber and highly trained mercenary, **Snake Plissken** was arrested for robbing the Federal Reserve in Atlanta, Georgia in 1997. However, he was offered a presidential pardon if he agreed to rescue the President of the U.S. whose plane had crashed in the middle of New York Cit, which was now a maximum security prison.

Unbeknownst to Plissken, however, was a catch. Surreptitiously injected with an device that would kill him in twenty three hours, The only way to survive was another injection during the last fifteen minutes of the twenty three hours – and conditional to receiving this injection was that he rescue the President and a tape recording containing vital classified information that could end the ongoing world war. Armed with technical gear and weapons including a Suppressed Scoped Mac-10, Scoped Magnum, throwing knifes, Glider, and other tools, Snake managed to rescue the President, and received his life-saving injection. Plissken, However, destroyed the tape recording as he walked away into the night.

In 2013, Plissken - now the most wanted criminal in the world – was again arrested for a list of crimes. Similarly to his adventure in New York, given a virus unknowingly and ordered by the President to retrieve a "black box" from his daughter in Los Angeles, which was no longer part of the U.S. and was where immoral citizens were deported. Again, Plissken accomplished his mission, receiving the life-saving antidote, but used the retrieved the "black box", shut down all of Earth's technology. **(Str9)**

PERSONALITY

True to his namesake, Snake Plissken is mean as a snake. The very caricature of the emerging breed of anti-hero, Snake is completely immoral, happy to kill opponents, with utter contempt for authority, or even civilization itself. He speaks in a quiet, hissing rasp, with a perpetual scowl. He does have a small soft spot for people who display courage and selflessness, suggesting the more base qualities of human nature are what fire his cynicism.

POWERS AND ABILITIES

Snake is highly trained in close combat, demolitions, weapons, espionage, and military tactics – a practical nightmare resume' for someone who decides to go rogue. He is also an accomplished pilot, as well as extremely athletic and resistant to pain. His only weakness is his one blind eye, covered with an eye-patch, although it seems his marksmanship and pilot abilities are as finely tuned as ever. Besides his training, he has extensive contacts and street cred.

REAL NAME: S.D. ROBERT 'SNAKE' PLISSKEN
OCCUPATION: MERCENARY, FORMER SPECIAL FORCES AGENT, FORMER PILOT
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 5' 9"
WEIGHT: 168 LBS
EYES: GRAY-BLUE
HAIR: BROWN

SNAKE PLISSKEN — PL8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	3	4	7	2	3	3

EQUIPMENT

Pulse Rifle: Ranged Damage • *5 points*

ADVANTAGES

Agile Feint, Close Attack (Melee) 3, Benefit (Street-cred), Defensive Roll 2, Equipment 1, Improved Critical (Unarmed) 2, Improved Initiative, Luck, Jack-of-all-Trades, Mastery (Espionage), Skill Mastery (Technology)

SKILLS

Athletics 4 (+7), Close Combat: Unarmed 3 (+10), Deception 4 (+7), Expertise: Military 6 (+8), Insight 8 (+11), Investigation 4 (+6), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Pulse Rifle, 8 (+11), Technology 8 (+10), Vehicles 6 (+9)

OFFENSE

INITIATIVE +6

Pulse Rifle +11	Ranged, Damage 5
Unarmed +10	Close Damage 3

DEFENSE

DODGE	11	**FORTITUDE**	3
PARRY	11	**TOUGHNESS**	5/3*
WILL	7	*Without Defensive roll bonus	

POWER POINTS

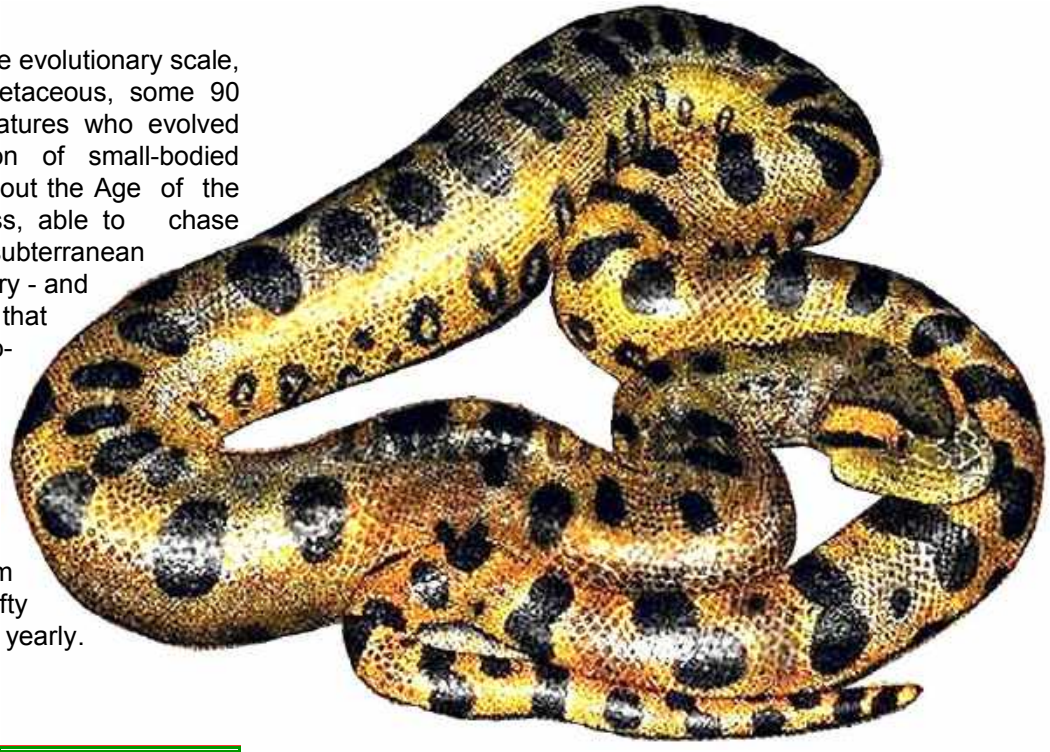
ABILITIES	56	**SKILLS**	23
POWERS	0	**DEFENSES**	16
ADVANTAGES	18	**TOTAL**	113

COMPLICATIONS

Mean as a Snake: Snake Plissken is just flat out the meanest son of a bitch going. He also has a problem with authority figures.

Reputation: For good or bad, Snake's reputation precedes him – he is known among both military, law enforcement, and underworld circles, and rumors about him abound – for example, he was widely rumored to be dead.

SNAKES



Snakes are relative latecomers on the evolutionary scale, arising from lizards in the Late Cretaceous, some 90 million years ago. These were creatures who evolved specifically to hunt the population of small-bodied mammals that ran underfoot throughout the Age of the Dinosaurs – slim-bodied and legless, able to chase burrowing animals right down the subterranean holes that had been their sanctuary - and perhaps this is the racial memory that prevails even today with their two-legged hominid descendants. While the majority of snakes are non-venomous, and most are too small to be dangerous, all snakes are predatory, and a few are large enoughto prey on humans. The real danger, however, from snakes, is from venom – anywhere from forty to fifty thousand people are killed by snakes yearly.

ANACONDA

ANACONDA PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
4	2	0	1	0	-4	1	-4

POWERS

Amphibious: Swimming 1 • *1 point*
Constrictor's Coils: Strength-based Damage 4 (limited: Suffocation only, must score a successful grapple), Protection 1 • *5 points*
Senses 2 (Infra-Vision, Scent) • *2 points*

ADVANTAGES

Chokehold, Fast Grab, Improved Hold (Coils), Improved Initiative, Startle

SKILLS

Close Combat: Coils 5 (+5), Perception 5 (+6), Stealth 4 (+5)

OFFENSE

INITIATIVE +4

Coils +5 — Close Damage 8

DEFENSE

DODGE	5	**FORTITUDE**	4
PARRY	5	**TOUGHNESS**	3
WILL	2		

POWER POINTS

ABILITIES	0	**SKILLS**	7
POWERS	8	**DEFENSES**	13
ADVANTAGES	5	**TOTAL**	33

BIGGEST SNAKE IN THE WORLD...

… but not the longest. That honor goes to the Reticulated Python, which might genuinely reach 30'. The **Anaconda** *(Eunectes murinus)* rarely grows larger than 18' – while rumored exceptional individuals have been reported at 25' or more, I have not been able to find a confirmed 20 footer. The remote watery haunts of the amphibious Anaconda make it more secretive by nature, so records are unreliable, but the largest specimens probably attain at least 20' – which is still far less than a big Reticulated Python.

On the other hand, the Anaconda is a much bulkier snake - an 18' Anaconda can weigh as much as a 24' python – an on-camera measurement of a wild 19 footer recorded a weight of 250 lbs. So, it is likely that the very largest Anacondas exceed the Reticulated Python in pure body mass, possibly 300 lbs or more.

Due to its size, the Anaconda is also one of a small number of constrictors that are capable of swallowing humans. Again, because of the backwater areas where humans are likely to encounter anacondas, official records are sketchy, but it's almost certain to have happened, and locals relate tales of Anaconda attacks. Like crocodiles, Anacondas attack at the water's edge, although, unlike crocs, they generally don't go after prey they can't swallow whole, and so are inherently less dangerous. Also, Anaconda's hunt much less frequently, than crocodiles, as a single meal will last them for months. **(Str12)**

ASIAN COBRA

ASIAN COBRA PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-5	0	1	2	3	-4	2	0

POWERS

Venomous Bite: Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, Paralyzed) Weaken Stamina 6 • *12 points*

Senses 1 (Low-Light Vision, Scent) • *1 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 3 (+6), Perception 5 (+6), Stealth 4 (+5)

OFFENSE

INITIATIVE +6

Venomous Bite +6 (Affliction +6, Weaken, DC 17)

DEFENSE

DODGE	6	**FORTITUDE**	2
PARRY	6	**TOUGHNESS**	0
WILL	2		

POWER POINTS

ABILITIES	-3	**SKILLS**	6
POWERS	13	**DEFENSES**	11
ADVANTAGES	3	**TOTAL**	30

THE DEADLY COBRA...

… is the quintessential image of the deadly snake – the seven-step snakes – as in that's how many steps you take before you die after being bitten. The cobra-clade (elapids) includes the deadliest of the deadly, including the Black Mamba, the Taipan, the Kraits, the mighty King Cobra, along with the myriad species of true cobras. While the literature often cites the Russell's Viper or the Saw Scaled Viper as the individual species that cause the most worldwide human fatalities, the Asian Cobra – considering all its sub-species – also kills easily in the ten-thousand-range every year. In Africa, there are several different species of cobra that, together, take a similar toll, so it's likely that - even considering their virtual absence in the New World (the elapids represented only by the diminutive, albeit deadly, coral snake) – cobras of one stripe or another probably represent the greatest threat of snakebite worldwide.

Cobra venom is generally fast-acting neurotoxin, causing paralysis of the respiratory, circulatory, or nervous system (or even all three), although some species demonstrate hemotoxic tissue-destroying qualities as well. Many species of cobras have adapted the ability to spit venom – a highly effective defensive use of its venom as the cobra invariably targets its antagonist's eyes, causing pain and rank-intensity blindness. **(Str1)**

BLACK MAMBA

BLACK MAMBA PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-5	0	2	3	4	-4	1	3

POWERS

Venomous Bite: Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, Paralyzed) Weaken Stamina 8 • *16 points*

Senses 1 (Low-Light Vision, Scent) • *1 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 4 (+8), Perception 5 (+6), Stealth 4 (+6)

OFFENSE

INITIATIVE +6

Venomous Bite +8 (Affliction +8, Weaken, DC 17)

DEFENSE

DODGE	7	**FORTITUDE**	3
PARRY	7	**TOUGHNESS**	0
WILL	2		

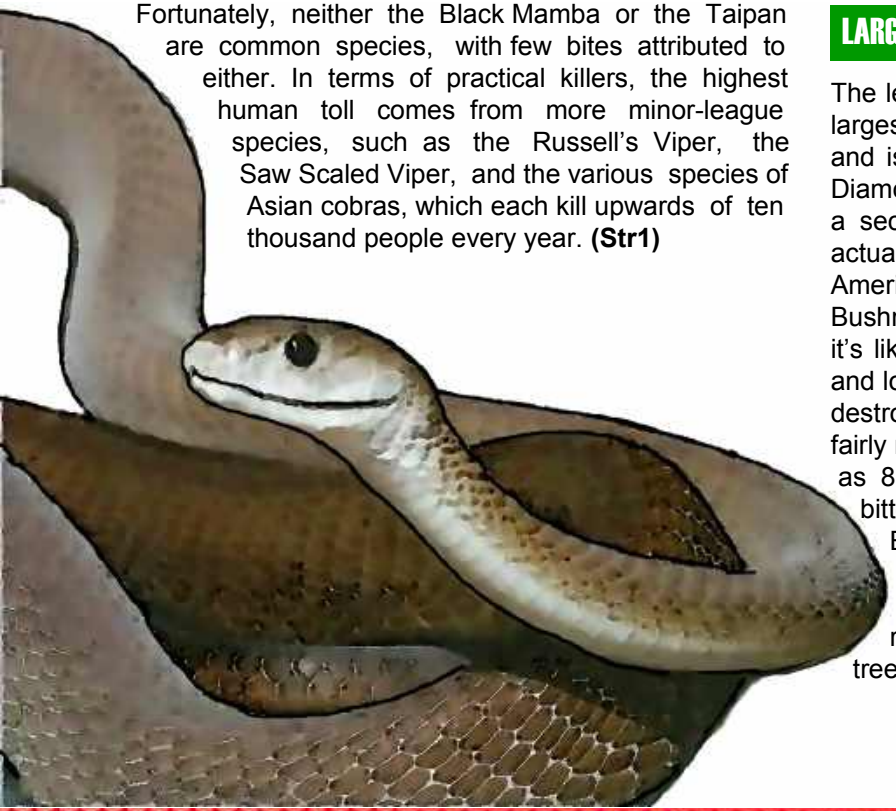
POWER POINTS

ABILITIES	**-2**	**SKILLS**	7
POWERS	17	**DEFENSES**	12
ADVANTAGES	0	**TOTAL**	37

THE MOST DANGEROUS SNAKE IN THE WORLD

When it gets down to brass tacks, when encountered, one on one, compared to any other snake in the world, the **Black Mamba** must rank as the worst of the lot. It's combination of size – longer than any other venomous snake in Africa – speed (fastest snake in the world), a nervous, nasty disposition, and an extremely virulent, fast-acting venom (close to 100 percent fatality rate without treatment), separates this species from the rest. Even the vaunted Australian Taipan – similar of form and temperament, and possessed of even more potent venom drop for drop – is not as large, nor can its thicker frame mimic the undulating whiplashing strike of the pool-cue-thin Black Mamba. And once you've reached the toxicity levels in the venom of these species, it becomes a question of which can strike you easier – since the slightest scratch from the fangs of either one can kill you within minutes.

Fortunately, neither the Black Mamba or the Taipan are common species, with few bites attributed to either. In terms of practical killers, the highest human toll comes from more minor-league species, such as the Russell's Viper, the Saw Scaled Viper, and the various species of Asian cobras, which each kill upwards of ten thousand people every year. **(Str1)**



BUSHMASTER

BUSHMASTER PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-2	1	2	-2	3	-4	1	-3

POWERS

Venomous Bite: Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, linked with Damage 1) Weaken Stamina 6 • *8 points*

Senses 2 (Low-Light Vision, Scent) • *2 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 4 (+7), Perception 5 (+6), Stealth 4 (+6)

OFFENSE

INITIATIVE +6

Venomous Bite +7 (Affliction +4, Weaken, DC 17)

DEFENSE

DODGE	5	**FORTITUDE**	2
PARRY	5	**TOUGHNESS**	1
WILL	2		

POWER POINTS

ABILITIES	-3	**SKILLS**	7
POWERS	10	**DEFENSES**	11
ADVANTAGES	3	**TOTAL**	28

LARGEST VIPER IN THE WORLD

The legendary **Bushmaster** *(Lachesis muta muta)* is the largest venomous snake in the Americas – up to 12' – and is the largest of all pit-vipers (although the Eastern Diamondback Rattlesnake may exceed it in weight). It is a secretive snake, living deep in remote forests, so it actually causes few bites compared to Central and South America's Lance-headed pit-vipers, but a bite from a Bushmaster – particularly in the remote territory where it's likely to occur – can easily be lethal. Given its size and long fangs, a Bushmaster can inject a flood of tissue-destroying venom. While lab tests indicate its toxicity is fairly mild, bites have a lopsidedly high mortality – as high as 80%, even with antivenin. It could be that victims bitten in remote areas were treated too late, or perhaps Bushmaster toxicity is underrated; they don't do well in captivity and toxicity of milked specimens might be affected. In any case, there is a saying in the region: "If a Bushmaster bites you, go sit under a tree, because in a few minutes you will be dead." **(Str3)**

DIAMONDBACK RATTLESNAKE

DIAMONDBACK RATTLESNAKE PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-2	1	2	-2	3	-4	1	-3

POWERS

Venomous Bite: Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, linked with Damage 1) Weaken Stamina 6 • *8 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 4 (+7), Perception 5 (+6), Stealth 4 (+6)

OFFENSE

INITIATIVE +6

Venomous Bite +7	(Affliction +4, Weaken, DC 17)

DEFENSE

DODGE	5	**FORTITUDE**	2
PARRY	5	**TOUGHNESS**	1
WILL	2		

POWER POINTS

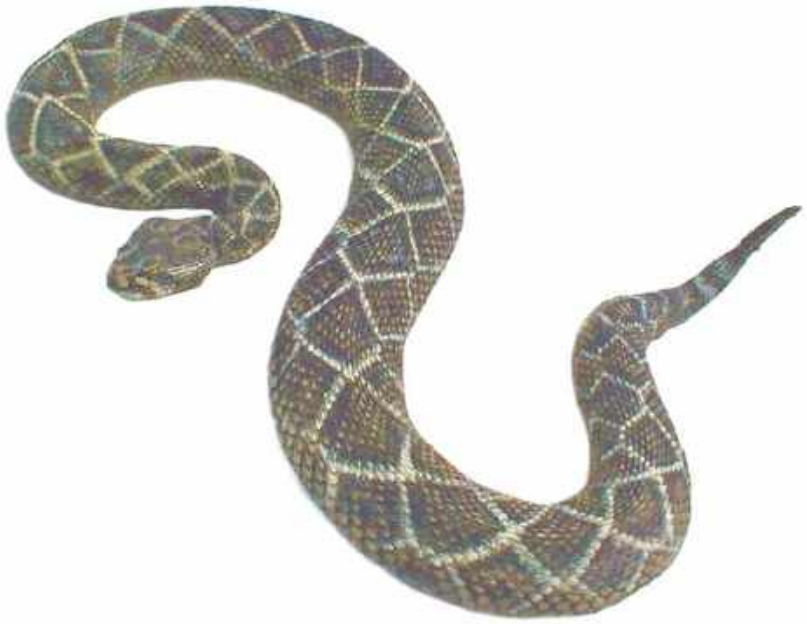
ABILITIES	-3	**SKILLS**	7
POWERS	10	**DEFENSES**	11
ADVANTAGES	3	**TOTAL**	28

PIT-VIPER: STATE OF THE ART

The **Rattlesnake** represents the most highly evolved line of venomous snakes. Everything about viper evolution has epitomized in this snake. Both fangs and venom are an improvement over their more primitive cousins. Unlike the short, rooted fangs of the cobra, the viper's hinged fangs allow them to be nearly the length of the head, a living hypodermic needle that penetrates deep and delivers an enormous volume of venom – a hemotoxic venom that begins digestion even before the prey is swallowed. This trait makes it both better and worse than cobra/mamba venom – the tissue-destroying method works slower on a human-sized victim, leaving you more time to seek treatment, as opposed to a mamba's paralyzing neurotoxin that might suffocate you in minutes. But the cobra/mamba bite is sometimes almost painless, and if you get treatment, you can walk away as good as new. A viper bite is tremendously painful, and you might end up losing an arm.

The Rattlesnake is the thesis statement of vipers – the advanced 'pit-viper' model sensory equipment, combined with an actual rattle – an evolutionary culmination of a tail-shaking defensive behavior used in dozens of different species of snakes – an effective warning that most animals respect.

The Eastern Diamondback is the largest rattlesnake, and the heaviest pit viper, heavier-bodied than the Bushmaster (although large King Cobras probably are heavier overall). The Western Diamondback is slightly smaller with identical stats. The irascible Cascabel – the Neotropical Rattlesnake of Latin America, is nearly as large, with a particularly foul temper and a venom reputed to be the most venomous of pit vipers. (Affliction 5) **(Str3)**



FER DE LANCE

FER DE LANCE — PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-2	1	2	-2	3	-4	1	-3

POWERS

Venomous Bite: Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, linked with Damage 1) Weaken Stamina 6 • *8 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 4 (+7), Perception 5 (+6), Stealth 4 (+6)

OFFENSE

INITIATIVE +6

Venomous Bite +7	(Affliction +4, Weaken, DC 17)

DEFENSE

DODGE	5	**FORTITUDE**	2
PARRY	5	**TOUGHNESS**	1
WILL	2		

POWER POINTS

ABILITIES	-3	**SKILLS**	7
POWERS	10	**DEFENSES**	11
ADVANTAGES	3	**TOTAL**	28

THE MOST DANGEROUS VIPER

The *Bothrops* genus, or 'Lance-head' vipers are a group of closely related, bad-tempered, long-fanged, medium to large pit vipers, and most of them are very venomous, with nasty, tissue-destroying venom. Although only the slender-bodied *Bothrops lanceolatus* is technically correct as the **'Fer-de-lance'**, the snake normally associated with the generic name is the larger, stockier, and much more aggressive *Bothrops asper* (as well as the closely related, possible sub-species, *B. atrox*). *Bothrops asper* takes all the worst traits of vipers to their extreme – its combination of large size, aggressive (described by some handlers as 'psychotic') disposition, large fangs capable of injecting an enormous flood of highly toxic venom, as well as its abundance in human habitats, make this snake among the deadliest in the world. Its strike zone exceeds that of other vipers and it is known to aggressively chase antagonists. Its venom can easily be fatal without treatment, and even with with antivenin, severe tissue damage is common, often requiring amputations. **(Str3)**

GABOON VIPER

GABOON VIPER — PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-2	1	2	-2	2	-4	1	-3

POWERS

Venomous Bite: Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, linked with Damage 1) Weaken Stamina 6 - *12 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 6 (+8), Perception 5 (+6), Stealth 4 (+6)

OFFENSE

INITIATIVE +6

Venomous Bite +8	(Affliction +6, Weaken, DC 17)

DEFENSE

DODGE	4	**FORTITUDE**	2
PARRY	6	**TOUGHNESS**	1
WILL	2		

POWER POINTS

ABILITIES	-4	**SKILLS**	9
POWERS	14	**DEFENSES**	10
ADVANTAGES	3	**TOTAL**	32

WORST BITE OF ALL

The **Gaboon Viper** (*Bitis gabonica*) is the nastiest expression of the viper bite, combining horribly damaging hemotoxin with the neurotoxic qualities of a cobra, all delivered with the longest fangs of any in the serpent world. A squat, 5' snake, its fangs are over 2" – capable of causing serious physical damage – a captive Gaboon was once found dead, with its fangs buried in its own back. Its venom has been described by survivors as painful as 'putting one's hand into a fire and being unable to take it out' – even morphine is useless. Gaboons also inject the largest quantity of venom of any known snake and while untreated mortality is unknown, it would presumably almost always be fatal, as survivors often require amputation.

Fortunately, the Gaboon Viper is not aggressive – it is, in fact, a sluggish snake that often must be actually stepped on before it will strike. Unfortunately, it can be almost invisible with its colorful leaf-like patterns and its tendency is to hunker down rather than actively retreat. Its body is the thickest of any viper, which also gives it a powerful, lighting fast strike.

Despite its formidable weapons, the Gaboon Viper's scarcity makes it responsible for few bites. However, it does have a very common smaller cousin, the Puff Adder, that is a leading cause of snakebite in Africa. **(Str3)**

KING COBRA

KING COBRA PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	1	0	-1	4	-4	1	-3

POWERS

Venomous Bite: Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, Paralyzed) Weaken Stamina 6 • *12 points*
Senses 1 (Low-Light Vision, Scent) • *1 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 4 (+7), Perception 5 (+6), Stealth 4 (+6)

OFFENSE

INITIATIVE +6

Venomous Bite +7 (Affliction +6, Weaken, DC 17)

DEFENSE

DODGE	6	**FORTITUDE**	2
PARRY	6	**TOUGHNESS**	1
WILL	2		

POWER POINTS

ABILITIES	0	**SKILLS**	6
POWERS	13	**DEFENSES**	12
ADVANTAGES	3	**TOTAL**	34

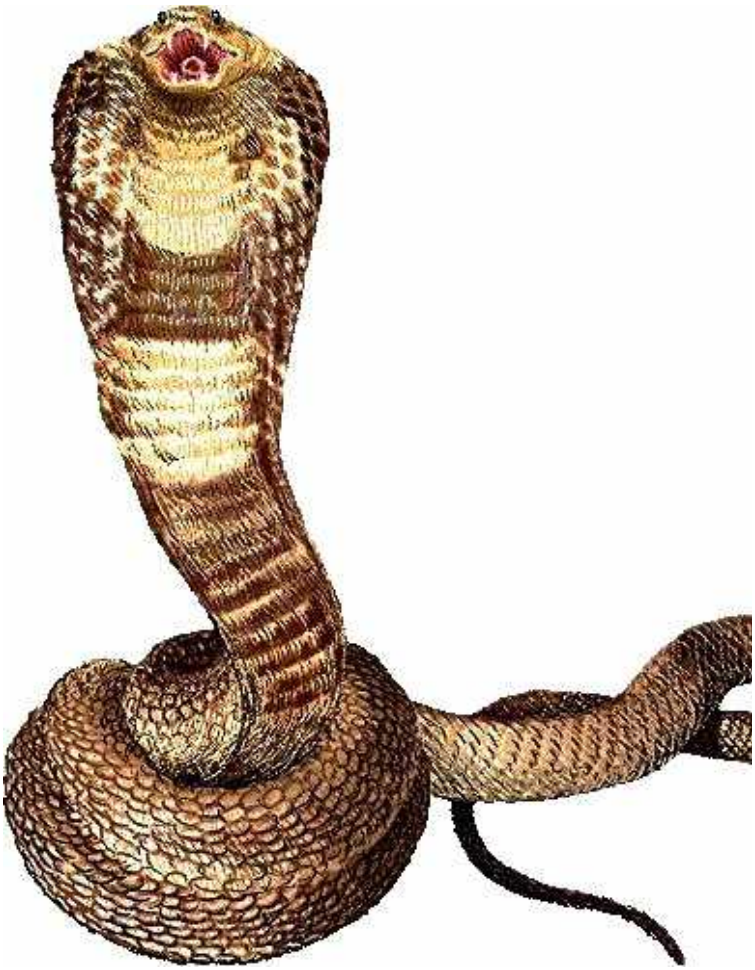
KING OF THE VENOMOUS SNAKES

The **King Cobra** (*Ophiophagus hannah*) is the largest of all venomous snakes, with exceptional individuals verified to exceed 18 feet. It is also possibly the most formidable of ALL snakes, being among the short list of serpents capable of killing elephants.

The King Cobra also happens to be a snake-eater, with a venom that is particularly lethal to reptiles, so any of the other contenders for the title of 'most dangerous snake' would probably be eaten if paired in a cage with a King Cobra, including all but the largest constrictors. And while specialization for reptiles makes its venom a bit less toxic to mammals than some other elapids like the Black Mamba or the Taipan, due to its size, the King Cobra can inject a flood of venom, easily many times the lethal dose for a human in a single bite.

While mortality for King Cobra bites is low – primarily because this snake often 'dry-bites' (no venom) – chances of fatalities increase sharply when envenomation is severe, because, just like the Black Mamba and the Taipan, the King Cobra's venom is also a fast-acting neurotoxin that can get you in trouble too quickly to allow for treatment.

On the other hand, the disposition of the King Cobra is far less volatile than other contenders, with some localized cultures actually handling them almost casually. Unfortunately, being among the most intelligent of snakes, the King Cobra is also the only snake known to guard its nests – in which case it gets very aggressive, known to attack and even chase after anyone who approaches, without provocation, apparently with the intent of killing them. **(Str5)**



DEFENSE			
DODGE	6	FORTITUDE	2
PARRY	6	TOUGHNESS	3
WILL	2		

POWER POINTS			
ABILITIES	0	SKILLS	7
POWERS	7	DEFENSES	13
ADVANTAGES	5	TOTAL	32

GIANT MAN-EATING SNAKE...

… even longer than the legendary Anaconda, the **Reticulated Python** is the most dangerous of the large constrictors, and is the main culprit in most genuine cases of humans, not just being killed, but actually EATEN by giant snakes. This is true for two reasons – the first being simply that they are large enough to do so. Secondly, the Retic's favored prey are monkeys - chases 'em right up into the trees. In the same way that a surfer on the surface resembles a seal to a white shark, a human being is even more similar to the python's normal prey, and the snake is less particular than the shark in the first place. Simply put, they see us as food. Snakes like the Reticulated Python were what left the innate horror of serpents in our primate ancestors. And you can still see it in the way a reticulated python will look at you – like he's happy to see you… but not in a good way. **(Str11)**

RETICULATED PYTHON

RETICULATED PYTHON PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
4	2	0	1	0	-4	1	-4

POWERS

Constrictor's Coils: Strength-based Damage 4 (limited: Suffocation only, must score a successful grapple), Protection 1 • *5 points*
Senses 2 (Infra-Vision, Scent) • *2 points*

ADVANTAGES

Chokehold, Fast Grab, Improved Hold (Coils), Improved Initiative, Startle

SKILLS

Close Combat: Coils 5 (+5), Perception 5 (+6), Stealth 4 (+5)

OFFENSE

INITIATIVE +4

Coils +5	Close Damage 8

master or a King Cobra, the Russell's Viper is, unfortunately very common within a large range. Tens of thousands of people in Asia die of snake bite every year, and even though the Russell's mortality rate is low, its victim count is high, at least ten thousand deaths a year are attributed to this snake. Other species that claim large numbers of victims – likewise due to a combination of abundance and proximity to humans – are the Saw-Scaled Viper of Africa, the Asian Cobra and all its sub-species, and to a slightly lesser degree the Central American Lanceheads, all are responsible for comparable fatalities to the Russell's Viper, numbering in the thousands. **(Str1)**

RUSSELL'S VIPER

RUSSELL'S VIPER — PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-5	0	2	-2	3	-4	1	-3

POWERS

Venomous Bite: Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, linked with Damage 1) Weaken Stamina 6 • *8 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 4 (+7), Perception 5 (+6), Stealth 4 (+6)

OFFENSE

INITIATIVE +6
Venomous Bite +6 (Affliction +4, Weaken, DC 17)

DEFENSE

DODGE	4	**FORTITUDE**	2
PARRY	4	**TOUGHNESS**	0
WILL	2		

POWER POINTS

ABILITIES	-3	**SKILLS**	6
POWERS	10	**DEFENSES**	10
ADVANTAGES	3	**TOTAL**	25

BIGGEST KILLER OF ALL?

The **Russell's Viper** is a notoriously bad-tempered snake, small to medium-sized, with a hemotoxic venom that, among other things, causes kidney failure. And while this snake is not so deadly as the Black Mamba or the Taipan, and not so large or formidable as a Bush-

SAW-SCALED VIPER

SAW-SCALED VIPER — PL4

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-5	0	2	-2	0	-4	1	-3

POWERS

Venomous Bite: Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, linked with Damage 1) Weaken Stamina 6 • *8 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

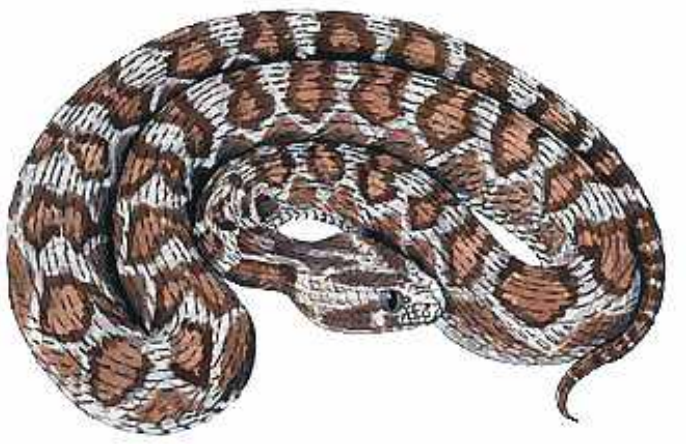
Close Combat: Bite 4 (+4), Perception 5 (+6), Stealth 5 (+12)

OFFENSE

INITIATIVE +6
Venomous Bite +4 (Affliction +4, Weaken, DC 17)

DEFENSE

DODGE	6	**FORTITUDE**	2
PARRY	6	**TOUGHNESS**	-2
WILL	2		



POWER POINTS

ABILITIES	-9	**SKILLS**	7
POWERS	10	**DEFENSES**	11
ADVANTAGES	3	**TOTAL**	22

AFRICA'S BIGGEST KILLER

… and sometimes considered the number one cause of snakebite death in the world (at least 20,000 a year, with 5000 in India alone), the Saw-Scaled Viper (*Echis carinatus*) is a small snake, under 2', but extremely aggressive, striking quickly and repeatedly with little provocation. It's size makes its mortality rate fairly low (untreated mortality about 20%), despite it's potent venom, but its abundance (all over Africa and the Middle East) and constant proximity to human population centers – very rural, 3rd World population centers – where it causes 90% of all bites – makes this viper perhaps the greatest worldwide threat from any individual species.. **(Str1)**

TAIPAN

TAIPAN PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-5	0	1	2	3	-4	1	3

POWERS

Venomous Bite: Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, Paralyzed) Weaken Stamina 9 • *18 points*
Senses 1 (Low-Light Vision, Scent) • *1 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Close Combat: Bite 4 (+8), Perception 5 (+6), Stealth 4 (+6)

OFFENSE

INITIATIVE +6

Venomous Bite +7	(Affliction +9, Weaken, DC 17)

DEFENSE

DODGE	6	**FORTITUDE**	3
PARRY	6	**TOUGHNESS**	0
WILL	2		

POWER POINTS

ABILITIES	-6	**SKILLS**	7
POWERS	19	**DEFENSES**	12
ADVANTAGES	3	**TOTAL**	33

DEADLIEST OF ALL?

There are many experts who will tell you that the Australian **Taipan** (*Oxyuranus scutellatus scutellatus*) is hands-down the deadliest snake in the world – easily as dangerous as the Black Mamba. And the Taipan undoubtedly possesses all the attributes necessary – it is a nasty-tempered, fast-moving aggressive snake, prone to strike repeatedly, with an incredibly virulent venom that, like the Black Mamba, nears a 100% fatality rate without treatment. In fact, the Taipan's venom is even more potent drop for drop, with the smaller species – the **Inland Taipan** (*Oxyuranus microlepidotus* – Steve Irwin's 'Fierce Snake') – possessing drop for drop the deadliest snake venom known.

However, the Inland Taipan is a rather mild-tempered snake, that lives in extremely remote areas, and has yet to be conclusively implicated in a single fatality. The more dangerous species – and the snake normally associated with the generic term 'Taipan' - is the larger (over 7'), and MUCH meaner, **Costal Taipan**, possessing 'only' the third most potent venom, but delivered in much more copious quantities.

The Taipan and the Black Mamba resemble each other in many ways, demonstrating a strong confluence in evolution. They are physically similar, right down to the unique coffin-shape of their heads, their long bodies, and slender, fast design, and – most importantly – their exceptionally bad attitude, combined with an extremely toxic and particularly fast-acting (and therefore especially dangerous) venom.**(Str1)**

NOTE: On the same day as the 911 terrorist attacks, a captive Taipan bit its handler in California, and the only flight that day was from Venom 1 out of Florida to deliver antivenom and save the man's life.

TITANOBOA

TITANOBOA PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	6	0	1	0	-4	1	-4

POWERS

Amphibious: Swimming 1 • *1 point*

Constrictor's Coils: Strength-based Damage 4 (limited: Suffocation only, must score a successful grapple), Growth 4, Protection 1 • *13 points*

Senses 2 (Infra-Vision, Scent) • *2 points*

ADVANTAGES

Chokehold, Fast Grab, Improved Hold (Coils), Improved Initiative, Startle

SKILLS

Close Combat: Coils 5 (+5), Perception 5 (+6), Stealth 4 (+5)

OFFENSE

INITIATIVE +4

Coils +5 — Close Damage 12

DEFENSE

DODGE	3	**FORTITUDE**	6
PARRY	3	**TOUGHNESS**	7
WILL	2		

POWER POINTS

ABILITIES	16	**SKILLS**	7
POWERS	6	**DEFENSES**	9
ADVANTAGES	5	**TOTAL**	61

BIGGEST SNAKE THAT EVER LIVED

Titanoboa lived in the lush swamps of Prehistoric South America in the era just after the demise of the dinosaurs. At fifty feet it ranks as the largest snake known to science – a giant constrictor analogous to the modern Anaconda, similarly ruing a habitat it shared with giant caiman crocodiles, which probably comprised a portion of Titanoboa's prey. **(Str30)**

OTHER DANGEROUS SNAKES

The snakes listed above have the worst reputations, but there are a number of other species that can also be potentially as lethal as any in the world.

Boomslang: The Boomslang has been rated by some sources as the most toxic snake, drop for drop. It does, however, have a primitive, rear-fanged venom delivery system (Bite 2), so it has low fatalities among victims. It is not aggressive but if its venom does happen to get into you, a very small amount is required to kill (Venom 8).

Burmese and Rock Pythons: These two species of constrictor have both been known to attain 20 feet (Coils 7), with the Burmese being the larger of the two, whereas the Rock Python is known for a particularly nasty temper. Both species have invaded the Florida Everglades.

Sea-Snake: The Sea-Snakes are another highly venomous species (Venom 9), that tally few victims due to their in offensive nature, small amount of venom injected, and the slow-acting nature of its venom. If it does happen to be aggressive, however, human beings are at a serious disadvantage when they are encountered in their native underwater environment.

SOLARIS

Solaris (also known as **Solaris the Tyrant Sun**) was a sentient, artificial sun created in the 20th century and a recurring nemesis of Superman - known in the 853rd century as Superman Prime (See entry for: **Superman: Superman One Million Prime**). When Superman-Prime retired, Solaris tested his heir, Superman Secundus; exerting a neutron gravity pull, attempting to wrench the very planets from their paths, into its own orbit. Superman Secundus defeated Solaris and, since then, Solaris has been in a perpetual battle with every generation of the Superman dynasty.

In the 25th century, Solaris went mad and launched a scorched earth campaign, bent on reducing Earth to smolders, but was stopped by Superman and that era's Justice League, by being driven into the Earth's oceans and its artificial flame smothered.

In the early 29th century, Solaris returned from exile in deep space, at the forefront of a marauding army of sentient comets. On this occasion, it took the Justice League and the Legion of Super-Heroes to defeat Solaris and its army.

By the 505th century, the Solaris-Superman conflict reached a terrible climax as the artificial sun unleashed a cancer plague created by bombarding the Solar System with waves of deadly radiation. The Superman of the 505th century, with aid from the 4th Singularity and Gravity Witch, took the battle to Solaris. The Singularity and the Witch collapsed whole spatial dimensions to create countless hordes of duplicate Supermen to distract Solaris while allowing the 505th century Superman to make a daring invasion inside of the artificial sun itself and was successful in reprogramming Solaris into a benevolent being (at the cost of his life). In effect, Solaris became a willing tool in the hands of those who protect the Solar System and remained incapable of independence for millennia.

When Vandal Savage discovered a sample of Kryptonite on Mars (where it was left by the 853rd century Starman in the 20th century) and gave it to Solaris, the artificial sun intended on using the Kryptonite to finally kill Superman One Million-Prime. In a final attack, Solaris fired the Kryptonite at Superman One Million-Prime just before he emerged from his isolation in the Solar System's sun.

But unbeknownst to Solaris, the Kryptonite was, in reality, actually a disguised Green Lantern Ring - the culmination of a secret conspiracy originated in the 20th century that created a foolproof plan for finally stopping Solaris.

After Solaris was severely weakened by the Justice League's Green Lantern (Kyle Rayner), Superman One Million-Prime, now armed with the Green Lantern Ring, ultimately destroyed Solaris by forcing the sun to cave in on itself and become a less malicious form of matter. **(Str30)**

PERSONALITY

Solaris is an evil, inhuman intelligence, dedicated to amassing personal power and destroying its enemies. It looks upon organic beings as either servants or pestilence to be eradicated. Despite being an unloving computer, Solaris' is hate-filled and vengeance driven, particularly against the Superman Dynasty.

POWERS AND ABILITIES

Solaris' biosphere is composed of star-intensity solar flame, which it can project in devastating blasts. It has powers of mind control and computer interface, as well as massive abilities to manipulate natural forces like gravity. It can project a force-field and its inner-core is protected by invulnerable armor plating.

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REAL NAME: SOLARIS
OCCUPATION: SECOND SUN TO SOL SYSTEM
BASE: ALTERNATE EARTH AFFILIATION: NONE
HEIGHT: UNREVEALED WEIGHT: UNREVEALED
EYE: BLUE HAIR: NONE

SOLARIS PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
25	-	0	-	12	13	8	11

POWERS

Artificial Sun: Growth 25, Immunity 30 (Fortitude), Impervious Toughness 19 (Limited to Core) • *99 points*
Fire Blast: Ranged Damage 25 • *50 points*
Energy Sheath: Energy Aura (Fire) 28, Protection 4 • *116 points*
Flight: Flight 20 (Limited to Space Travel 10) • *40 points*
Technology Control: (All powers Limited to Technology) Communication 19, Comprehend 19, Mind Control 13, Mind Reading 19 • *204 points*

ADVANTAGES

All-Out Attack, Assessment, Eidetic Memory Fearless, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise 9 (+27), (most scientific areas), Intimidation 17 (+28), Ranged Combat (Fire Blast) 12 (+12)

OFFENSE

INITIATIVE +0

Fire Blast +12	Ranged Damage 25
Energy Sheath +12	Close Damage 28

DEFENSE

DODGE	-12	**FORTITUDE**	Immune
PARRY	0	**TOUGHNESS**	25
WILL	17		

POWER POINTS

ABILITIES	108	**SKILLS**	19
POWERS	509	**DEFENSES**	9
ADVANTAGES	7	**TOTAL**	652

COMPLICATIONS

Obsession: Solaris is obsessed with destroying Superman One-Million-Prime.

SOLOMON GRUNDY

Many years ago, vain and wealthy merchant Cyrus Gold was murdered, his body dumped into Slaughter Swamp near Gotham City. Mystical forces in the swamp attempted to trans-form Gold into a new incarnation of Earth's plant elemental, but because Gold did not die by fire as required, the process was only partially successful. Decades later, a massive, shambling figure rose from the swamp, killing a pair of escaped convicts and stealing their clothes. He adopted the name **Solomon Grundy** from the children's rhyme ("Solomon Grundy, born on a Monday...") and embarked on a series of crimes in Gotham. The first Green Lantern (Alan Scott) confronted Grundy, who was resistant to his Power Ring, being a creature of plant matter. The creature was defeated and apparently destroyed when hurled beneath a train.

However, the undead Grundy rose from the murky waters of the swamp again and again over the years, fighting Green Lantern and his teammates in the Justice Society. He worked with various incarnations of the Injustice Society and, years later, fought Gotham City's protector, Batman.

Solomon Grundy has been destroyed numerous times over the past several decades, each time eventually reappearing, sometimes slightly different in personality, attitude, and looks. Typically, Grundy is a nearly mindless creature, driven by base instincts like greed and anger. He hides out in swamps, wilderness, or sewer tunnels, stealing more out of habit than any real need, and sometimes working at the behest of some new "friend" or ally.

Other incarnations have shown the potential for empathy (particularly towards a pretty female face) and even kindness. Some even have a greater degree of intellect and sophistication, although they are also often the most cruel and evil.

Solomon Grundy's power level has also varied somewhat in his different incarnations, allowing a DC adventures Gamemaster to grant the villain a higher or lower power level than given here (which is fairly typical for his appearances).

Solomon Grundy's ability to return from the dead is more of a plot device than a real power. It seems to take considerable time before the creature rises once again from the swamp where he was "born," typically longer than specified for the Immortality power, essentially only in-between stories. Plus nothing thus far has been able to prevent Grundy's eventual resurrection. Still, if the GM wishes, assign Solomon Grundy at least 1 rank in Immortality to reflect this capability.

Solomon Grundy is typically a pawn or hireling for other villains. He has worked with incarnations of the Injustice Society on occasion, but the lone creature has few, if any, true allies. **(Str75)**

PERSONALITY

Solomon Grundy's personality is much like that of a child: he desires positive attention, but is easily angered. When the brute's temper flares, he flies into a destructive rage, smashing and attacking everything in sight. Sometimes Grundy can be calmed down, but more often he simply fights until a stronger force overcomes him or he is otherwise defeated.

Some versions of Solomon Grundy demonstrate more intellect and sophistication (or at least self-control) but he is still usually defined by his rages.

REAL NAME: NONE
OCCUPATION: NONE **BASE:** NONE
AFFILIATION: INJUSTICE SOCIETY, INJUSTICE LEAGUE
HEIGHT: 7' 5" **WEIGHT:** 517 LBS
EYES: WHITE **HAIR:** WHITE

SOLOMON GRUNDY PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
15	15	0	0	6	-2	0	0

POWERS

Impenetrable Hide: Impervious Toughness 10 • *10 points*
Soulless: Immunity 5 (Control Effects) • *5 points*
Unliving: Immunity 30 (Fortitude) • *30 points*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 8 (+8)

OFFENSE

INITIATIVE +1

Unarmed +10 Close Damage 15

DEFENSE

DODGE	8	**FORTITUDE**	Immune
PARRY	8	**TOUGHNESS**	15
WILL	9		

POWER POINTS

ABILITIES	66	**SKILLS**	6
POWERS	45	**DEFENSES**	19
ADVANTAGES	4	**TOTAL**	140

COMPLICATIONS

Gullible: Grundy is often fooled into helping out a new "friend."
Immortal: Solomon Grundy always returens from the dead (see below).
Monstrous: People will flee from Grundy on sight.

THE MANY LIVES OF SOLOMON GRUNDY

Solomon Grundy has risen from apparent death and destruction many times, sometimes changed from his prior form. In particular, he is sometimes stronger (Strength 18, 19, or even as high as 20!) or more intelligent (Intellect –1 or even 0). Grundy has demonstrated a degree of Regeneration at times and—as previously mentioned—essentially has a plot-driven degree of Immortality, along with a form of energy absorption/reflection abilities.

Although immune to most mortal concerns, Grundy has demonstrated the ability to feel pain and discomfort (which may be more a matter of Will for the creature than Fortitude). The GM may permit some Fortitude resisted effects to work on Grundy as Will resisted because of this, depending on the effect and its descriptors. Similarly, Grundy's degree of resistance to control effects and mental powers varies, although he is often easily taken in by those he might believe are his friends or allies.

In some instances, Grundy has been driven to pursue Cyrus Gold's unfinished business, going after descendants of his enemies in that life, or even his own progeny. When he possesses sufficient intelligence, he sometimes seeks to put an end to his cycle of death and rebirth, either enhancing his power to become truly unkillable or ending his half-life existence once and for all. Thus far, he has not been successful at either.

SPAWN

Albert Francis "Al" Simmons was born in Detroit, Michigan as the second of three children (Marc, Al, and Richard) to Matthew and Bernard Simmons. Simmons was a very gifted officer of the United States Marine Corps, where he attained the rank of Lieutenant Colonel. He later joined the United States Secret Service, which led to his transfer to the Central Intelligence Agency. In the CIA, Simmons was recruited by Director Jason Wynn into a special top-secret covert ops division known as the U.S. Security Group, an elite task force with jurisdiction in all domestic and foreign situation

Simmons was murdered during a mission in Botswana for the USSG's Operation Knightstrike by fellow mercenary Bruce Stinson (also known as Chapel), at the order of Director Wynn, and was sent to hell because of his life as an assassin. After arranging a deal with the being known as Malebolgia, Simmons agrees to become a Hellspawn in exchange for being allowed to see his wife, Wanda Blake, one last time

Malebolgia returns Simmons to the world, but with little memory, a badly burned and disfigured body, and his newly acquired hell-spawn 'Spawn' powers. Overseen by a demon known as The Violator (Clown) that monitors his commitment to Malebolgia's pact, Simmons slowly realizes that five years have passed since his death. After deciding to seek out Wanda for his one final visit, he shape-shifts his body but discovers his powers cannot indefinitely maintain his former appearance. After locating her, Simmons discovers that his wife has since married his best friend, Terry Fitzgerald, and the two have a daughter, Cyan.

Emotionally shattered at his discovery, Simmons is left with the choice of whether or not to fulfill his agreement with Malebolgia. **(Str30/48)**

PERSONALITY

Spawn is a dark soul – having spent his life as an assassin, and part of his death in Hell. He had genuine love for his wife, which made his undead resurrection its own unique Hell, upon discovering her married to his best friend. Spawn's methods are cold-blooded and usually lethal, although he does have a conscience and hates the Devil personally enough to do good just for spite.

POWERS AND ABILITIES

Spawn's powers are derived from the necroplasm that makes up his body. This grants him superhuman strength, agility, stamina, and healing. His necroplasm also gives him necro-magic, a variety of supernatural powers including teleportation, phasing, resurrecting the dead, necro-energy blasts, biological manipulation, and unleash the very fury of Hell through his body, his emotions of others. He can manipulate the elements and fly. He also wears a living, sentient symbiote suit - 'Leetha of the 7th House' - that feeds from his necroplasm and he can mentally manipulate to manifest his cape, spikes, chains and other shapeshifting feats without draining his necro-meter. Spawn can be killed by a holy weapon forged in Heaven or by necro-power. He is also rendered mortal on Hallowed Ground or areas immune to Hell's power.

REAL NAME: AL SIMMONS
OCCUPATION: HELLSPAWN, FORMERLY CIA, SOLDIER
BASE: DETROIT **AFFILIATION:** 8TH CIRCLE OF HELL
HEIGHT: 6' 2" **WEIGHT:** 234/450 LBS
EYES: BROWN/GREEN **HAIR:** BLACK/NONE

SPAWN PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	10	5	5	10	1	1	4

POWERS

Symbiotic Suit: *160 points*
Chain: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*
Immortality 15; Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 3 Healing Factor (Regeneration) 6 • *57 points*
Magic: Enhanced Trait 5 (STR 13), Healing 10, Ranged Damage 17 (Limited: any use over 14 risks a permanent 1 rank loss of WILL • *42 points*
Telepathy: Array *(25 points)*
• Mind Reading 12 • *24 points*
• Empathy: Senses 6 (Detect, Limited to hate, fear and pain) • *1 point*
Teleportation: Teleport Attack 12 (16 miles) • *24 points*

ADVANTAGES

Fearless, Improved Initiative, Move by Action, Startle

SKILLS

Close Combat: Chain 4 (+14), Expertise: Magic 8 (+9), Insight 8 (+9), Intimidation 14 (+18), Perception 8 (+9), Ranged Combat: (Magic Blast) 4 (+9), Vehicles 6 (+9)

OFFENSE

INITIATIVE +8

Chain +14	Close (Reach 2), Damage 10
Magic Blast +8	Ranged, Damage 17
Unarmed +10	Close Damage 8

DEFENSE

DODGE	10	**FORTITUDE**	13
PARRY	12	**TOUGHNESS**	10
WILL	8		

POWER POINTS

ABILITIES	99	**SKILLS**	25
POWERS	157	**DEFENSES**	18
ADVANTAGES	4	**TOTAL**	292

COMPLICATIONS

Enemies: Violator, Overtkill, Jason Wynn, the Devil
Troubled Soul: Spawn's angst over his own murder, death and Hell and eventual resurrection only to discover his beloved wife married to his best friend has left him… troubled.
Weakness: Spawn can be permanently killed by decapitation

SYMBIOTIC LIVING SUIT:

All of Spawn's abilities come from his living Symbiotic Suit. Without the suit, Spawn becomes a shriveled corpse. The suit is actually a separate living entity, capable of feeling pain and emotion. While the host assumes a dominant role over the suit's actions, it will often act on its own, usually to protect is wearer. It is also capable of evolving and maturing over time, developing newer and greater power stunts.

SPECTRE

The origins of the **Spectre** entity are open to dispute, with some believing it to be one of the archangels performing the duties for which it was created, while others hold that it is a fallen angel that repented and accepted the role as the Lord's instrument of wrath as penance. It is known that Eclipso preceded the Spectre in the role before being stripped from the office for corrupting its mandate, and that the entity has been joined with a number of mortal hosts over the eons in order to maintain perspective for its pursuit.

Immediately prior to WWII Jim Corrigan, a murdered policeman with a black-and-white moral code became host to the entity, and during this partnership, the Spectre allied with the JSA for many adventures over the decades. After many years, Corrigan finally came to peace with his fate and his soul moved on, leaving the Spectre temporarily without a host. Hal Jordan took up the mantle and for a while transformed the role to Spirit of Redemption rather than Vengeance. This created problems with the fundamental nature of the entity, and when Jordan also moved on, he left the Spectre entity susceptible to manipulation by an Eclipso-possessed Jean Loring, resulting in a brutal campaign of terror directed at users of magic on Earth and many associated realms. Finally provoked into destroying the Lord of Order known as Nabu the Wise, an act of such magnitude it could not be ignored by The Presence, the entity again was forcibly bound to a recently murdered policeman, Crispus Allen of the Gotham City Police Department. Allen is slowly learning to cope with his new existence and responsibilities, as well as coming to grips with his full powers. **(Str85)**

PERSONALITY

As the Angel of Vengeance, the Spectre's core personality is elemental, an unforgiving force of nature absolutely relentless in its pursuit of its brutal duty to punish the guilty. When combined with a host, Spectre is more a gestalt, subsuming many of the host's own personality traits in tandem with its own and exaggerating others (such as Corrigan's anger and sense of righteousness or Jordan's sometimes reckless certainty).

POWERS AND ABILITIES

The primary statistics here represent the Spectre at the upper end of what can reasonably be expressed with actual numbers, and even they are flexible, as the Spectre can stunt pretty much anything from his array and has, ranging from Growth (capping bonuses at his PL) and hefty Move Object effects, to monstrous Nullify effects and even Healing effects over large areas.

This represents the fact that most of what we consider reality is merely clay in the Spectre's hands, to reshape at will. An eternal being, the Spectre is practically indestructible against any mundane threat and most arcane ones. His senses border on the omniscient and his physical form is infinitely mutable. His signature ability, however, is the transformation of the guilty and their surroundings into instruments of justice running the gamut from animate scissors to transforming targets into candles and "lighting" them.

X-Level: The stat-box is the Spectre as a playable **PL18/PL25.** His X-level is **PLX3** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank **(20x3=60)** on all rolls

REAL NAME: UNKNOWN, POSSIBLY 'RAGUEL' OR 'AZTAR'
OCCUPATION: SPIRIT OF THE LORD'S VENGEANCE, THE WRATH OF GOD, SEVENTH OF THE SEVEN MOST HIGH
BASE: MOBILE **AFFILIATION:** QUINTESSENCE, JSA
HEIGHT: 6' 1" (VARIES) **WEIGHT:** 184 LBS (VARIES)
EYES: WHITE (GREEN) **HAIR:** NONE (RED)

SPECTRE PL18/PLX3/PL25

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	20	8	8	10	9	20	16

POWERS

Divine Perception: Senses 42 (Analytical on all Sight and Awareness effects) Awareness 3 (Cosmic, Divine, Magical; Extended 5 on all Awareness effects), Counters All Concealment on Sight and Hearing, Counters Illusion on Sight and Hearing, Analytical Detect Guilt, Postcognition (Limited to the commission of crimes, sins, etc.), Tracking) • *40 points*

Otherworldly Being: Comprehend 11 (Animals (Speak To, Understand), Languages (Read, Speak, Understand, Understood), Objects, Plants, Spirits (Communicate, Medium)); Immortality 16, Limited—Not if killed with Magic; Morph 4 (Any Form), Continuous; Movement 6(Dimensional Travel 3, Space Travel 3) • *74 points*

Reality Manipulation: Array (135 points)

- **Microcosm:** Illusion 15 (All senses), Area 3, Selective; Dynamic • *135 points*
- **Conjure from thin air:** Continuous Perception Ranged Create 18, Innate, Precise, Dynamic • *2 points*
- **Cruelly ironic Justice:** Cumulative Perception Ranged Affliction 18 (Resisted by Will; Dazed, Stunned, Transformed), Precise, Subtle, Variable Descriptor 2 (Magical), Dynamic • *2 points*
- **Inescapable Punishment:** Perception Ranged Damage 18, Variable Descriptor 2 (Magical), Dynamic • *2 point*
- **Nowhere to Hide:** Remote Sensing 25 (All Visual and Auditory), Simultaneous, Dimensional 3, Subtle, Dynamic • *2 points*
- **Reality Is As I Will It To Be:** Perception Ranged Continuous Transform 16 (Anything to Anything, 25 tons), Dynamic • *2 points*
- **World Walking:** Teleport 20 (4,000 miles), Accurate, Attack (plus self), Easy, Extended (1 million miles), Increased Mass 20 (25,000 tons), Subtle 2 (World subtly shifts around a passenger before they realize it), Dynamic • *2 points*

Spectre: Concealment 10 (Limited to non-magical senses);Impervious Toughness 20; Immunity 110 (all Toughness and Fortitude effects; Limited to non-magical effects, Limited to half-strength on Toughness effects); Insubstantial 4 (Continuous; Precise, Subtle 2) • *95 points*

ADVANTAGES

Benefit 6 (Status: Wrath of God Incarnate), Daze (Intimidation), Extraordinary Effort, Fascinate (Intimidation), Fearless, Seize Initiative, Skill Mastery (Intimidation)

SKILLS

Expertise: Heaven and The Presence 16 (+25), Expertise: Supernatural World 16 (+25), Intimidation 12 (+28)

OFFENSE

INITIATIVE +8

Reality Manipulation	Perception Ranged, Damage 18 or other effects
Unarmed +12	Close Damage 16

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	20
WILL	20		

POWER POINTS

ABILITIES	214	**SKILLS**	22
POWERS	356	**DEFENSES**	6
ADVANTAGES	12	**TOTAL**	610

COMPLICATIONS

Instrument of the Lord's Will: The Spectre is bound to the role it plays and cannot set aside its duty regardless of what its hosts may want or need. A primal entity, it has little personal direction apart from its mandate and answers unswervingly to.

Wrath is More than a Word: The Spectre is not actually an instrument of justice, but rather of a divine and decidedly Old Testament vengeance—compassion and forgiveness play little part in its actions.

WRATH OF GOD INCARNATE

There have been times in the career of the Spectre when he has achieved a level of power second only to The Presence that created him. Those heady times have generally been right before hubris combined with failures in action or judgment caused him to be punished by The Presence and knocked back down to a level that allows him to be more easily defeated. During those heights of ability, the Spectre is the very definition of a PLX or plot device character rather than a character with enumerated stats. He has whatever numbers the Gamemaster chooses to use at that level, assuming the Gamemaster chooses to use numbers at all—after all, why bother working out the Strength trait necessary to hold open black holes, the Move Object rank needed to juggle stars, or the Transform rank used in turning an entire layer of Hell into a pretty meadow with dancing unicorns when you can simply describe it as happening. Against other PLX characters, raise **Reality Manipulation** to **34 ranks**, and **Benefit 20** at **PL25** to represent this incarnation of the Spectre.

SPHINX

The man who would become the **Sphinx** was the chief wizard in the court of the ancient Egyptian Pharaoh Ramses II, and in fact a mutant. When the wizard's abilities proved inferior to the powers demonstrated by Moses the leader of the captive Israelites, Ramses banished the wizard. After years of wandering, the wizard happened upon a temple of unknown origin, and discovered the mystical Ka stone.. The moment he touched it to his forehead, the Ka stone affixed itself to him and imbued him with immortality and vast superhuman powers. The wizard assumed the name of the Sphinx and spent the next 5,000 years traveling the Earth without purpose, involving himself in whichever endeavors of mankind struck his fancy.

Eventually the Sphinx despaired over his immortal life and began to search for a means to free himself from the Ka stone and find a way to die. Hearing of a mystical entity called Sayge, he traveled to the Himalayan mountains, but the enigmatic Sayge refused to help him, and tormented him with his predictions of the Sphinx's destiny of eternal life..

By the 20th century, the Sphinx had probed thousands of minds in search of a means of ending his life, but to no avail, until he tapped the mind of Richard Rider, a Nova Centurion, and the Sphinx learned of Xandar from the "living computer" Quasimodo. The Sphinx pressed Rider and a number of the latter's allies and opponents into accompanying him to Xandar.

Reaching Xandar, the Sphinx absorbed the sum total of that world's accumulated knowledge by absorbing it from Xandar's central computer. The Sphinx also absorbed tremendous amounts of energy from the planet-sized computer. Now, at last, the Sphinx had sufficient knowledge and power to end his life. However, he abandoned his goal of suicide, and instead decided to return to Earth to destroy it. Learning of his intent, the superhuman champions known as the Fantastic Four contacted the World Devourer, Galactus, and bargained with him to battle the Sphinx. The Fantastic Four believed that only a being as mighty as Galactus could defeat the Sphinx, who was now vastly more powerful than ever before.

Galactus agreed, under the condition that he be freed from his vow never to consume the Earth. Galactus defeated the Sphinx, and stripped him of his added power from the computer system of Xandar, plucked the Ka stone from his forehead, crushed it, and used his immense powers to dispatch the Sphinx back in time to relive his life over and over eternally in a ‘time-loop’ – supposedly to repeat his failures over and over throughout eternity. The Sphinx did, however, eventually escape the time loop when he met his past self, and the two Sphinx’s managed to thwart Galactus’ plan, finally altering his destiny. **(Str40/900)**

PERSONALITY

Throughout most of his long life, the Sphinx was obsessed with finding a way to end his immortal life. He found eternal life to be utterly without meaning. He spent much time seeking release from the Ka stone’s influence. After absorbing the power of the Xandar computer, the Sphinx forgot his thoughts of suicide. He now wanted more power to conquer and destroy. The Sphinx was very vengeful, never forgetting a slight. He hates the Fantastic Four and Galactus.

REAL NAME: UNREVEALED
OCCUPATION: WIZARD, CONQUEROR
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 7’ 2” (VARIES)
WEIGHT: 450 LBS. (VARIES)
EYES: RED
HAIR: NONE

SPHINX — PLX2/PL12/ PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10/29*	10/29*	8	8	10	8/20*	8/15*	8/20*

POWERS

The Ka Stone: Communication 11, Comprehend 11, Energy Control 10 (Variable Power, Any Powers with the Cosmic Descriptor) Immortality 10, Immunity 30 (Fortitude), Impervious Toughness 14, Mind Reading 10, Senses 10 (Cosmic Awareness), Teleport 11 • *252 points*

Xandarian Computer: Enhanced Traits 19 (STR STA, all Powers), Enhanced Traits 17 (INT, PRE), Enhanced Trait 7 (AWA) • 295 *points*

ADVANTAGES

All-Out Attack, Assessment, Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Range Attack 2, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (Most Scientific Areas) 9 (+17/29), Insight 10 (+18/25), Intimidation 7 (+15/29), Perception 10 (+18/25)

OFFENSE

INITIATIVE +10

Cosmic Energy +10	Ranged Damage 10/29*
Unarmed +10	Close Damage 10/29*

DEFENSE

DODGE	11	**FORTITUDE**	Immune
PARRY	11	**TOUGHNESS**	12/29*
WILL	15/20*	*W/Xandarian Computer bonus	

POWER POINTS

ABILITIES	140	**SKILLS**	18
POWERS	252/547*	**DEFENSES**	10/8*
ADVANTAGES	8	**TOTAL**	428/731*

COMPLICATIONS

Death Wish: Trapped by Galactus in a 'time-loop' of eternal existence, the Sphinx originally sought cosmic-level power as a means of ending his own life. Once the power was his, however, he changed his mind.

POWERS AND ABILITIES

The Sphinx possessed a mystical stone that enabled him to manipulate magical energy. The Ka stone provided him with an array of powers, including mental probes and the ability to absorb massive amounts of energy, which he could channel into powerful blasts. The Sphinx could also channel absorbed energy into both his mental and physical abilities. This power apparently had no limit on how much energy he could absorb. The energy would eventually drain unless he drained energy from an energy source over 20 ranks. In that case, the energy could only be drained from him against his own free will.

When the Sphinx absorbed the energy of the main computer of Xandar, he grew tremendously in size and his powers increased dramatically, to entity-levels sufficient to allow him to engage the World Devouring Galactus in battle. The second, higher set of ability and power ranks represent the Sphinx's power levels during this period.

X-Level: The stat-box is the Sphinx as a playable **PL20**. At the X-level, he is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

SPIDER-MAN

After being bitten by a radioactive spider, college student, Peter Parker gained the proportionate strength and agility of an arachnid. At first, he sought to use his newfound powers for money and fame. Absorbed with his own concerns, Peter neglected to stop a thief who was running from the police. When the thief killed Peter's beloved Uncle Ben, Peter realized his mistake. Since that day, **Spider-Man** has lived with the knowledge that, with great power, must come great responsibility, and that a hero cannot fail to use his powers for the good of all.

Spider-Man has a powerful and extensive rogues gallery of villains, most of whom have some personal reason to hate him and to seek his downfall. His costumed life frequently spills into his personal life, such as when the villainous Doctor Octopus wooed his dear Aunt May, or worse, when enemies like the Green Goblin or Venom discovered his secret identity. He has lost many people close to him, including his parents, his aunt and uncle, and his girlfriend, Gwen Stacy.

Peter is married to model and actress, Mary Jane Watson-Parker, who was aware almost from the beginning of her husband's 'career' as Spider-Man. While she understands his need to be Spider-Man and supports his crime-fighting efforts, MJ nevertheless fears for Peter's life every time he slings his webs across the city. **(Str38)**

PERSONALITY

As Spider-Man, Peter is wise-cracking and glib, prone to taunting opponents, very different from his Peter Parker persona, who is perpetually fretful and worried, often frustrated by personal problems and responsibilities. In direct contrast to Spider-Man's devil-may-care attitude, Peter's personal life is marked with tragedy, and he is constantly haunted by memories people he couldn't save and loved ones he has lost, all of which drives him to never again shirk the responsibility he has been given.

POWERS AND ABILITIES

Spider-Man possesses the proportionate abilities of a spider, granting him both superhuman strength and agility. He also has the ability to cling to walls like a spider, and take forty-foot jumps. In the wrists of his costume are a pair of devices that shoot a stream of ensnaring webbing. Spider-Man uses the webbing to restrain opponents, make swing-lines, webbing shields or saving nets, and shooting web missiles.

Spider-Man's most uncanny ability is his 'Spider-Sense' – a danger sense that warns him with a buzzing feeling in his head whenever danger threatens. The intensity of the buzzing is generally determined by the intensity of the imminent danger. Spider-Man cannot be blindsided, while this power is active although certain villains such as Venom and the Green Goblin, have established immunities to it. The Spider-Sense has also been known to fail when Spider-Man himself doesn't perceive the threat as an enemy – such as when he was cracked over the head with a crowbar by his own Aunt May, who didn't know his real identity, and who believed Spider-Man himself was a villain, due to his negative media image.

REAL NAME: PETER PARKER
OCCUPATION: FREELANCE PHOTOGRAPHER
BASE: NEW YORK CITY **AFFILIATION:** AVENGERS, FF
HEIGHT: 5' 10"' **WEIGHT:** 165 LBS
EYES: HAZEL **HAIR:** BROWN

SPIDER-MAN PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	8	13	11	9	3	6	1

POWERS

Spider-Sense: Senses 5 (Danger Sense, Detect Spider-Tracers [Ranged, Tracking 2]) • *7 points*
Strength of a Spider: Leaping 2 (30 ft) • *2 points*
Wall-Crawling: Movement 2 (Wall-Crawling 2) • *2 points*
Web-Shooters: Removable (-5 points) • *28 points*
• **Spider-Webbing:** Snare 11 (Ranged Cumulative Affliction; Resisted by Dodge; Hindered and Vulnerable, Immobilized and Defenseless; Extra Condition, Limited Degree) • 33 points
• **Swing-Lines:** Movement 1 (Swinging) • *2 points*

ADVANTAGES

Agile Feint, Defensive Attack, Defensive Roll 2, Evasion, Extraordinary Effort, Improved Grab, Instant Up, Improved Defense, Improved Initiative 3, Inventor, Move-By Action, Takedown 2, Taunt, Ultimate Effort (Dodge/Parry), Uncanny Dodge

SKILLS

Acrobatics 10 (+23), Athletics 6 (+16), Close Combat: Unarmed 5 (+14), Expertise: Photography 6 (+9), Expertise: Science 8 (+11), Investigation 2 (+5), Perception 6 (+9), Stealth 3 (+16), Technology 8 (+11)

OFFENSE

INITIATIVE +1

Unarmed +14	Close Damage 10
Web-Shooters +13	Ranged, Affliction 11

DEFENSE

DODGE	16	**FORTITUDE**	10
PARRY	16	**TOUGHNESS**	10/8*
WILL	10	*Without Defensive Roll	

POWER POINTS

ABILITIES	122	**SKILLS**	27
POWERS	42	**DEFENSES**	18
ADVANTAGES	20	**TOTAL**	229

COMPLICATIONS

Nemesis: Green Goblin (Norman Osborn)
Enemies: Extensive Rogues Gallery, including Dr. Octopus, Venom, the Lizard, and many others
Relationships: Spider-Man's primary relationships are with his wife Mary Jane Watson-Parker, and his Aunt May Parker. He has a romantic past with the Black Cat and has partnered at one time or another with almost every hero in comics.
Reputation: Spider-Man is mistrusted by the general public, partly due to unfortunate circumstances and his mysterious nature, but mostly due to the constant persecution of J. Jonah Jameson, editor of the New York Daily Bugle.
Responsibility: Spider-Man is the iconic symbol of Marvel's credo: 'With great power comes great responsibility'
Secret Identity: Peter Parker, photographer for the Daily Bugle.
Unlucky: No one gets the bad breaks like Spider-Man, from matters of the heart, finance, personal tragedies, or simply getting beat-up by the most villains, and/or misguided, would-be allies.

DIFFERENT SPIDER-MEN

Throughout his career, Spider-Man has undergone some extreme, albeit temporary, changes. He has grown two-extra arms (**Extra Limbs 2**), become a **Spider-Hulk** a **Spider-Lizard,** or even when he was augmented with of the mysterious Captain Universe, becoming **Cosmic Spider-Man.** He has even been temporarily replaced by a clone – in fact believing himself to BE the clone. Likewise, he has lost his powers (**STR 2, STA 3, AGL 4 DEX 4**), as well as utilized powered **Iron-Spider Armor**

IRON-SPIDER ARMOR PL13 • 227 POINTS

STR 12 STA 8 AGL 13 DEX 11 FGT 9 INT 3 AWE 6 PRE 1
Powers: Protection 6, Energy Blast 12

COSMIC SPIDER-MAN PL20 (PLX1) • 458 POINTS

STR 25 STA 14 AGL 13 DEX 11 FGT 9 INT 3 AWE 10 PRE 1
Powers: Captain Universe: Variable Power Energy Manipulation 20, Flight 10, Protection 6, Senses: Vision 15

SPIDER-HULK PL13 • 222 POINTS

STR 13 STA 13 AGL 5 DEX 5 FGT 9 INT -2 AWE 6 PRE 1
Powers: Invulnerability: Healing Factor (Regeneration) 5, Impervious Toughness 12

SPIDER-LIZARD PL13 • 220 POINTS

STR 12 STA 12 AGL 12 DEX 2 FGT 9 INT -1 AWE 6 PRE 1
Powers: Claws 2, **Extra Limb** 1 (Tail)

MARY JANE — PL4 29 POINTS

Abilities: Str -1 **Sta** 0 **Agi** 1 **Dex** 1 **Fgt** 0 **Int** 1 **Awe** 1 **Pre** 2

Advantages: Attractive, Benefit 1 (actress, model

Skills: Expertise (Actress) 3 (+4), Insight 3 (+4), Investigate 4 (+7), Perception 3 (+4), Persuasion 6 (+8)

Offense: Initiative +1, Unarmed 0, Close Damage -1

Defense: Dodge 2, Parry 2, Fortitude 2, Will 5, Toughness 0

Totals: Abilities 10 + Powers 0 + Advantages 2 + Skills 10 + Defenses +7 = 29

Complications: Relationships: Mary Jane is the wife of Spider-Man, providing all the angst that goes with it, everything from being a regular hostage/damsel in distress, combined with her constant fear for her husband's own life.

MARY JANE WATSON-PARKER

Mary Jane Watson-Parker is a successful model and soap opera actress, who has overcome much adversity to be where she is today. Her childhood was marred by a cruel father who physically abused his wife. To cope, MJ created a party-girl personality for all her friends at school. She was always happy on the outside, with her motto of "never miss a good time."

After her mother's death, she moved to New York City and lived with her Aunt Anna. It was at this time that she got involved with Peter Parker, Gwen Stacy, and the other members of that crowd. Peter and Mary Jane became friends over time, with Peter never guessing MJ secret knowledge. Mary Jane Watson was the first person to learn of Peter Parker's dual identity, but she kept the information to herself for years.

After Gwen Stacy died, Peter and MJ started dating and Peter actually asked her to marry him, but she refused. Not long after the proposal, MJ left Peter's life for a time.

When they finally got back together, she revealed to Peter that she had known his secret all along and she told him of her past, something she had never confided to anyone else. Building on this foundation of trust, they became man and wife. **(Str3)**

MAY PARKER

May Parker was widowed on the night that the hero Spider-Man was born. Her husband Ben was shot and killed by a burglar, a man that her nephew, Peter Parker, could have stopped days before in the guise of Spider-Man. May has lived off of her Social Security checks and occasional help of Peter ever since that night. She is a plucky woman who has endured much hardship in life, yet she continues to look on the positive side of events.

One of the reasons that Peter Parker keeps Spider-Man's identity a secret is to protect his aunt. He believes that the revelation would be too much of a shock for her system to take. May has always professed an intense dislike for Spider- Man until very recently, when the web-slinger saved her and Mary Jane from the criminal Vulture.

HARRY OSBORN

Harry Osborn first encountered Peter Parker in college and held an instant dislike for the distant bookworm. He got over that first impression and they became close friends, eventually sharing an apartment together. Harry is currently married to Liz Alien and has a young son, Norman.

Harry's father was the original Green Goblin, starting a tradition that Harry has unfortunately carried on. Harry

became drug-addicted in his college years, but was helped through that time by his friends and counseling.
When he witnessed his father's death, as the Green Goblin, during a battle with Spider-Man however, his delicate mental state broke and Harry spiraled into the depths of madness, taking up his father's ways.
Spider-Man defeated the new Goblin, but it took years for Harry to cope with his problems. He eventually recovered, married, took over Osborn Industries, Inc., and had a son.
The specter of the Green Goblin has never fully left him, however, and he always seems to eventually revert back to his evil persona, returning to plague Spider-Man again.

J. JONAH JAMESON

J. Jonah Jameson, 'JJJ', is the Publisher of the Daily Bugle, NOW and Woman Magazines. Jonah has been the publisher of the Daily Bugle for at least as long as Peter Parker has been wearing his Spider-Man suit.
Jonah has consistently maintained an adversarial viewpoint about costumed adventurers in general and Spider-Man in specific. Jameson has been against Spider-Man since the web-slinger's first public appearance on television, and he isn't shy about letting his opinions be known to his readership. The Daily Bugle led a campaign against Spider- Man for years, decrying the costumed adventurer's actions in bold headlines on page one. Even if Spider- Man had saved the lives of many people, the Bugle somehow put a twist on the story that placed the hero in an unflattering way. Over the years, Jonah has even hired people specifically to discredit Spider- Man, even going as far as commissioning an inventor to create a robot to fight Spider-Man that Jameson could control from a remote location.
Currently, Jameson is married to Dr. Maria Madison and has a grown son, John Jameson, a former astronaut..

GWEN STACY

Gwen Stacy was Peter Parker's first true love. They met as undergraduates at Empire State University. Initially, Peter's problems as Spider-Man caused him to ignore her advances, and Gwen was insultedby his aloofness, but eventually romance developed. Gwen, a science major, seemed to appreciate Peter's intellectual personality, different from that of jocks like Flash Thompson and preppies like Harry Osborn..
Their romance became threatened when her father, Police Captain George Stacy, was killed by falling debris during a battle between Spider-Man and Doctor Octopus. Gwen initally blamed Spider-Man (even though it was Doc Ock who knocked thedebris loose), althugh she eventually came to forgive Spider-Man, realizing he was not responsible for her father's death.
In the end, however, Spider-Man's enemies cuaght up with Gwen as well, when she was caputured by the Green Goblin. Spider-Man came to the rescue, battling the Goblin, but unfortunately Peter was ill, and unable to stop the Goblin from pushing Gwen Stacy off the top of a bridge, Spider-Man managed to catch Gwen by her leg with a string of web, initially believing he had saved her, but when he pulled her back up, he realized the sudden stop in midair had snapped her neck and killed her. Peter almost killed the Green Goblin in retaliation, holding back at the last moment, although the Goblin's own treachery caused him to be impaled by his own Glider, dying (temporaily) anyway.
NOTE: Gwen's death was a major event in comics – a defining moment in the career of Spider-Man (and one that paved the way for Peter's relationship with Mary Jane Watson,who fans seemed to like better anyway). It remains one of the more heartfelt tradedies in Marvel history. Unfortunately, recent stories have retroactivaly trashed Gwen's character – actually establing that Gwen had an affair with the Green Goblin – who fathered a pair of twins with her (who became super-villains intheir own right) – one of the worst retcons in history – up there with Bobby Ewing's dream season, and the Luck/Leia brother/sister thing – trashing the memory of Gwen into a betrayer who would sleep with your worst enemy.

SPIDER-WOMAN

Jessica Drew is the daughter of Jonathan Drew, research partner to Dr. Herbert Edgar Wyndham. When young Jessica suffered uranium poisoning in 1931, Dr. Drew was forced to inject her with his untested spider serum and seal her in a genetic accelerator. In stasis for decades, her aging greatly slowed, she awoke with no memories of her own past. Briefly cared for by the Evolutionary's cow-woman assistant Bova, Jessica sought human company in a nearby village where she accidentally killed her first lover with her new bioelectric powers. Fleeing a vengeful mob, she was rescued by Count Otto Vermis, who molded her into the terrorist organization Hydra's newest assassin. As 'Arachne', she fought S.H.I.E.L.D. director Nick Fury, who revealed Vermis as a cold-blooded killer.

Jessica returned to England where Modred the Mystic helped her shake off Hydra's brainwashing. She also allied with the sorcerer Magus, and earned the enmity of the powerful time-spanning sorceress Morgan Le Fay. Now working as '**Spider-Woman**', Jessica eventually moved to Los Angeles where she worked as a bounty hunter alongside Scotty McDowell before Nick Fury helped her secure private investigator credentials. She lost her immunity power saving Giant-Man from radiation poisoning, and a battle with Morgan stranded Jessica on the astral plane until she was rescued by the Shroud, the Avengers and Doctor Strange. Later, Jessica and her friend, B-grade actress Lindsay McCabe, moved to Madripoor, where they often teamed with Wolverine.

Jessica was drawn to New York when her powers were stolen by Doctor Octopus' Spider-Woman (Charlotte Witter). Following Charlotte's defeat at the hands of Mattie Franklin (herself a self-styled Spider-Woman), Jessica once more regained her uncanny abilities accepting an offer from Hydra while working as a double agent for Nick Fury. After seventeen months of procedures, she emerged more powerful than ever, now capable of fully flying (rather than just gliding on air currents). After serving with Captain America, Iron Man, Spider-Man, Wolverine, and Luke Cage as the Avengers formed in the aftermath of M-Day, Jessica left the team after the Superhuman Registration Act divided the heroes. She ultimately decided to ally herself with Captain America's anti-registration team, and is currently part of the unsanctioned Avengers. **(Str32)**

PERSONALITY

Jessica's strange upbringing, brainwashed-espionage background, and the fact that she constantly releases hormones that promote lust in men and fear in women, have left her a spooky, witchy-woman type. This was more of an issue in civilian life. Now that she's back in action with other metahumans it's less noticeable.

POWERS AND ABILITIES

Jessica possesses superhuman strength, the ability to cling to walls like a spider, and the ability to fire a bio-electric 'venom' blast. The blast is draining and takes some time to recharge. She is able to fly by gliding on webbed attachments under her arms on her costume. She also involuntarily releases pheromones that promote lust in men and fear in women. Jessica has extensive training in spying and espionage.

REAL NAME: JESSICA DREW
OCCUPATION: SUPER-HEROINE, PRIVATE EYE
BASE: MOBILE
AFFILIATION: AVENGERS
HEIGHT: 5' 10"
WEIGHT: 133 LBS
EYES: GREEN
HAIR: AUBURN, DYED BLACK

SPIDER-WOMAN PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
9	4	5	6	5	1	4	2

POWERS

Spider-Costume: Flight (Gliding) 4 (30 MPH) • *4 points*
Spider-Pheromones: Affliction 3, Dazed/Compelled; (Limited: Emotion Control - pleasure in men, fear in women, uncontrollable) • *6 points*
Strength of a Spider: Leaping 2 (30 ft) • *2 points*
Wall-Crawling: Movement 1 (Wall-Crawling 1) • *1 point*
Venom Blasts: Ranged Damage 9 • *18 points*

ADVANTAGES

Attractive, Connected, Defensive Roll 3, Evasion, Improved Initiative, Move-By Action, Ranged Attack 4, Uncanny Dodge

SKILLS

Acrobatics 5 (+10), Close Combat: Unarmed 3 (+8), Expertise: Espionage 6 (+7), Investigation 3 (+4), Perception 3 (+7), Persuasion 3 (+5), Ranged Combat: Venom Blasts 4 (+10), Stealth 3 (+8), Technology 2 (+3)

SKILLS

INITIATIVE +12

Pheromones	Area Affliction, 3
Venom Blast +10	Close Damage 9
Unarmed +8	Close Damage 9

DEFENSE

DODGE	10	**FORTITUDE**	8
PARRY	10	**TOUGHNESS**	7/4*
WILL	10	*Without Defensive Roll	

POWER POINTS

ABILITIES	72	**SKILLS**	26
POWERS	31	**DEFENSES**	20
ADVANTAGES	15	**TOTAL**	154

COMPLICATIONS

Secret Identity: Jessica Drew
Power Loss: At times Jessica has lost her Venom Blast, and her physical abilities dropped to human-levels (STR 2 STA 2)
Enemies: HYDRA
Relationships: Spider-Woman has wide contacts in SHIELD, and the super-hero community. She has special contacts with Spider-Man, Wolverine, and has dated Tony Stark (Iron Man)
Reputation: In keeping the tradition of the Spider-folk, Spider-Woman is regarded with general distrust among the public and super-hero community alike. Partly this is due to her brain-washing by Hydra, and her background in espionage. Her uncontrollable, pheromone effect is also a wild-card. She was also once impersonated for an extended time by an alien Skrull
Unlucky: Like her namesake Spider-Man, Jessica tends to get the bad breaks.

OTHER SPIDER-WOMEN

Jessica Drew is not the only young woman to use the moniker, 'Spider-Woman'. After Jessica lost her powers, and retired from crime-fighting to become a more conventional private invetigator, a young, single-mother named Julia Carpenter (see stat box below) took the name. Carpenter operated as Spider-Woman for a number of years, before she also briefly retired before re-emerging , and taking the new name 'Arachne'.
The 'Spider-Woman moniker was next taken by Mattie Franklin. The name was also later co-opted by the villain, Charlotte Witter.
Jessica Drew eventually regained her powers, and came out of retirement and is she is acting as the current Spider-Woman.

JULIA CARPENTER

An athletic young single mother, Julia Carpenter was drawn into a covert double life by an old college friend, Val Cooper. Julia needed a better paying job, and Val, who was then serving as government liaison to the super team X-Factor, offered her work for a top secret government commission if she could get way to Washington for a few days.

The job turned out to basically be a guinea pig. After a series of injections and then an 'accidental' mix-up, Julia found herself with superhuman strength and agility. Moreover, she was able to stick to walls and fire a psionic webbing. Julia was offered a regular job with the Commission but, before accepting, she went home to Denver, whereupon the entire city was transported to a distant galaxy during the Beyonder's 'Secret Wars'.

To everyone's surprise, Julia held her own with the veteran heroes in that conflict. She performed so well that Val offered a job with Freedom Force - a government-backed group of mutant ex-villains, who Julia was forced to betray when they captured the Avengers. She later joined the West Coast Avengers.

Her super-heroics also took its toll on her personal life, when Julia couldn't explain her activities as Spider-Woman, and the courts gave custody of her daughter to her ex-husband. Eventually, Julia was forced to retire after a crippling attack by the criminal Spider-Woman, Charlotte Witter, who drained away Carpenter's superhuman powers. Julia is currently working in Denver after regaining custody of her daughter. **(Str30)**

JULIA CARPENTER — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	4	9	6	3	1	0	3

POWERS

Psychic-Webbing: Movement 1 (Swinging), Snare 11 (Ranged Cumulative Affliction; Resisted by Dodge; Hindered and Vulnerable, Immobilized and Defenseless; Extra Condition, Limited Degree) • *34 points*
Strength of a Spider: Leaping 2 (30 ft) • *2 points*
Wall-Crawling: Movement 2 (Wall-Crawling 1) • *2 points*

ADVANTAGES

Attractive, Connected, Defensive Roll 4, Evasion, Improved Initiative, Move-By Action, Ranged Attack 4, Uncanny Dodge

SKILLS

Acrobatics 3 (+12), Close Combat: Unarmed 3 (+6), Expertise: Espionage 3 (+4), Investigation 2 (+3), Perception 3 (+7), Persuasion 3 (+6), Stealth 2 (+11), Technology 2 (+3)

OFFENSE

INITIATIVE +12

Psychic Webbing +9	Ranged, Affliction 11
Unarmed +6	Close Damage 8

DEFENSE

DODGE	11	**FORTITUDE**	6
PARRY	9	**TOUGHNESS**	8/4*
WILL	6	*Without Defensive Roll	

POWER POINTS

ABILITIES	72	**SKILLS**	14
POWERS	34	**DEFENSES**	18
ADVANTAGES	16	**TOTAL**	153

COMPLICATIONS

Relationships: Julia's most important relationship is with her daughter, Rachel. As Spider-Woman, she also has contacts with Omega Flight as well as both the Avengers and West Coast Avengers
Secret Identity: Julia Carpenter

MATTIE FRANKLIN

When Jeremy Franklin declined an invitation from former business associate Norman Osborn to participate in the arcane ritual called the Gathering of the Five, his precocious 15-year old daughter, Mattie, took his place. The mystical Gathering required five participants: three were granted power, knowledge or immortality, while two were cursed with insanity or death. Mattie received the gift most coveted by Osborn, power, while Osborn was driven more deeply insane. Mattie disguised herself as her role model, Spider- Man, calling herself Spider-Woman.

Unfortunately, Charlotte Witter, granddaughter of Madame Web, genetically manipulated by Doctor Octopus, sought to claim the Spider-Woman name, siphoning the powers from former Spider-Women Jessica Drew and Julia Carpenter as well as Mattie herself. Guided by Madame Web, the three former Spider-Women located Charlotte, and by force of will, Matte reabsorbed her powers, as well as the powers of the other two Spider-Women.

Mattie stayed in New York to pursue her role as the sole Spider-Woman. Aided by Madame Web and Drew, but Gradually, her borrowed powers returned to their owners, including Witter and Mattie was later seduced into a dark world of drugs by her boyfriend Dennis "Denny" Haynes, who used Mattie's own flesh to produce the drug called MGH or Mutant Growth Hormone, temporarily granting the user superhuman powers. With Madame Web's aid, Mattie was rescued by Jessica Drew and Jessica Jones. Mattie has been in counseling, and has not pursued super-heroic activities since this tragedy.

CHARLOTTE WITTER

The granddaughter of the clairvoyant Madame Web, Charlotte Witter was a fashion designer who also dealt in illegal markets, bringing her into contact with Dr. Octopus. Sensing latent psychic powers in Witter, Octopus kidnapped her and conducted genetic testing using spider DNA, transforming her into a spider-human hybrid. Octopus conditioned her through torture, sensory deprivation and starvation until she obeyed his every command, so long as he provided her with a steady diet of human blood. Taking the name "Spider-Woman," Witter attacked both Jessica Drew and Julia Carpenter – the first two women to use the name - absorbing their powers, as part of Dr. Octopus's larger plan to kill Spider-Man.

After the attacks on Jessica and Julia, Spider-Man set out to protect 15-year-old Mattie Franklin, the current "Spider-Woman". Witter attacked them both, but Spider-Man escaped with the injured Mattie, placing a Spider-Tracer on Witter to follow her movements.

Operating from an abandoned Greenwich Village brownstone, Witter began kidnapping men on which to feed while Madame Web assembled the heroic, depowered Spider-Women to capture her. Tracking Witter's psychic emanations, Mattie and Jessica battled her, and Mattie mystically absorbed all of the power that Witter had stolen from the others. Reuniting with Octopus, Witter realized that she still had psychic control over the spider legs that were now attached to Mattie Franklin's back, and she forced Mattie to attack Spider-Man against her will until Madame Web severed the psychic link. Witter was placed in Web's care as she slowly siphoned her powers back, although she eventually escaped, attacking Spider-Man again. Witter's powers were finally rendered dormant after Spider-Man and Mattie defeated her.

STAR CONQUEROR

Millions of years ago, a star-shaped race of aliens left its homeworld on the far end of the universe and set out across the stars. Solitary nomads, enormous mother stars traveled alone through space until they found a world with sentient creatures.

Dropping down from orbit, the motherstar would release millions of starrophyte spores that rained down to fall upon the creatures below. When a living, sentient creature touched the starrophyte, the spore would attach itself and the creature would become a slave of Starro, mentally dominated by the motherstar.

Settling in to rule over the world, the motherstar would eventually give birth to a clutch of new motherstars, who would fight until only one survived, to then be sent out into the stars in search of the next world Starro would conquer.

Drawn to Earth by a probe destroyed by the Justice League, a Star Conqueror forced everyone in North America into a dreaming state, intent on breaking their wills, before having the rest of its kind repeat the process around the globe.

The JLA's response was two-fold. A team led by Superman entered the Dreaming with the aid of the Sandman (See Endless: Dream: Daniel), to save all those imprisoned there by the Star Conqueror and eventually the heroes' actions allowed them to shake off its effects.

A second team, led b the Martian Manhunter, initiated telepathic contact with the Conqueror, and forced it to send a warning signal to the rest of its kind. Thus convinced Earth was unsuitable for their uses, the Star conquerors abandoned their takeover attempt. Starro remains at large, however and is likely to be a threat in the future. **(Str60)**

PERSONALITY

Starro is an arrogant being, treating all other life as subservient to its needs, and confident in its power to conquer and dominate other worlds. It considers its conquest part of a "greater good" of bringing order to a chaotic cosmos. It takes what it wants without remorse and only a clearly superior threat can cause it to retreat, since the only instinct stronger than conquest in Starro's psyche is survival.

POWERS AND ABILITIES

A massive alien creature, Starro is tremendously strong and resistant to harm, made more so by its ability to absorb most forms of energy, redirecting it as blasts of power from the tips of its limbs or from its single great eye. Like an earthly starfish, Starro can regenerate from any portion of its body.

REAL NAME: INAPPLICABLE, STARRO
OCCUPATION: CONQUEROR
BASE: UNIVERSALLY MOBILE
AFFILIATION: NONE
HEIGHT: 32' (DIAMETER)
WEIGHT: 6000 LBS
EYES: RED WITH YELLOW IRIS
HAIR: NONE

STAR-CONQUEROR PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
14	14	2	2	10	10	10	4

POWERS

Domination: Perception Ranged Affliction 15 (Resisted by Will; Dazed, Stunned, Controlled), Progressive, Reaction (when Starrophyte grabs target) Linked to Mind Reading 15(Limited—Controlled victims only) •*120 points*
Energy Absorption: Immunity 20 (Energy Damage); Ranged Damage 16, Accurate 4, Fades • *40 points*
Giant Alien Starfish: Extra Limbs 3 (5 manipulator limbs); Growth 8, Innate, Permanent • *20 points*
Invulnerability: Immortality 1; Immunity 10 (Life Support);Impervious Toughness 10; Protection 2; Regeneration 5 • *29 points*
Star-Flight: Flight 10 (2,000 MPH); Movement 2 (Space Travel 2) • *24 points*
Starrophyte invasion: Summon 6, Horde, Mental Link, Multiple Minions 10 (1,024 PL6 minions); Remote Sensing 25 (Visual), Simultaneous, Medium: Starrophytes • *189 points*

ADVANTAGES

Fast Grab, *Improved Grab*, Improved Hold, Inspire 5, Leadership, Seize Initiative

SKILLS

Expertise: Science 8 (+18), Intimidation 4 (+12), Perception 2 (+12)

OFFENSEa

INITIATIVE +5

Energy Absorption +10	Ranged, Damage 16, Fades
Unarmed +10	Damage 14

DEFENSE

DODGE	6	**FORTITUDE**	14
PARRY	6	**TOUGHNESS**	16
WILL	16		

POWER POINTS

ABILITIES	100	**SKILLS**	7
POWERS	422	**DEFENSES**	14
ADVANTAGES	19	**TOTAL**	522

COMPLICATIONS

Obsession: Order and control.
Power Loss: The chemical quicklime automatically counters Starro's Domination power.
Vulnerability: Starro is vulnerable to cold attacks. Starro's Invulnerability does not apply, and both Starro and his starrophytes suffer an additional degree of effect from cold effects (including a first degree even with a successful resistance check).

STARFIRE

Koriand'r was born the younger of two daughters to King Myand'r of planet Tamaran. Because her older sister, Komand'r, suffered from a childhood defect that deprived her of the Tamaranean ability to process sunlight for flight and thus was deemed unfit to rule, Koriand'r became first inline to the Tamaran throne as well as the object of her sister's hatred and resentment. Komand'r attempted to kill Koriand'r when the two were under the tutelage of the Warlords of Okaara. For this act, Koriand'r was banished from Tamaran. She chose to ally with the Citadel, a race of conquerors who had warred with Tamaran for over a century.

Armed with Komand'r's knowledge of Tamaran, the Citadel overwhelmed Tamaran's defenses. King Myand'r was forced to sue for peace at the cost of Koriand'r's freedom. For six years, Koriand'r suffered torture and humiliation at the hands of Gordanian slavers, who were allies of the Citadel. An attack by the Psions resulted in the capture of both sisters. Unaware of Tamaran physiology and their innate ability to absorb and convert solar energy, the Psions conducted solar absorption experiments on the sisters. They thus unwittingly handed Koriand'r the keys to her freedom. She took advantage of a Citadel attempt to rescue Komand'r to free herself using her newly developed Starbolts, and commandeered a ship to escape to the nearest inhabited planet, Earth. There, Starfire was among the young new heroes recruited by Raven to form a new team of Teen Titans to battle her demonic father, Trigon. The Titans helped Starfire fend off the slavers sent to recapture her and later returned with Starfire to Tamaran to free her people from the Citadel. Starfire battled her sister, now known as Blackfire, for leadership of Tamaran, but the people ultimately chose Komand'r as their ruler. Despite several obstacles along the way, including Starfire's brief political marriage to a Tamaranean prince, a romance has developed between Starfire and Nightwing that continues to rekindle sporadically even to the present day.

The Titans underwent many membership changes over the years, but Starfire was one of the more constant figures on the roster, eventually becoming a mentor to the next generation of teen Titans that featured a brand new Robin, Wonder Girl, Superboy, and Kid Flash. During the 'Infinite Crisis', Starfire was stranded in a distant galaxy with Adam Strange and Animal Man. The trio was forced to spent the better part of a year returning to Earth in their damaged ship, encountering such obstacles as Lobo and being hounded by Lady Styx. . **(Str40)**

REAL NAME: KORIAND'R
OCCUPATION: TAMARAN PRINCESS, FASHION MODEL
BASE: MOBILE
AFFILIATION: TEEN TITANS
HEIGHT: 6' 4"
WEIGHT: 152 LBS
EYES: GREEN
HAIR: AUBURN

STARFIRE PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	10	5	5	10	1	3	3

POWERS

Language Assimilation: Comprehend Languages 2 (Speak and Understand all languages), Quirk (Requires Physical Contact to "Learn") • *3 points*

Solar Conversion: Flight 10 (2,000 MPH) • *20 points*

Solar Sustenance: Immunity 10 (Life Support), Limited (Requires sunlight); Regeneration 2, Source (Sunlight) • *6 points*

Star Bolts: Ranged Damage 12 • *24 points*

ADVANTAGES

Agile Feint, All-out Attack, Attractive 2, Improved Initiative, Leadership, Move-by Action, Power Attack, Teamwork

SKILLS

Acrobatics 5 (+10), Close Combat: Unarmed 2 (+12), Expertise: Modeling 7 (+8), Intimidation 8 (+11), Perception 4 (+7), Persuasion 5 (+8), Ranged Combat: Starbolts 5 (+10)

OFFENSE

INITIATIVE +9

Starbolts +10	Ranged Damage +12
Unarmed +12	Close Damage 10

DEFENSE

DODGE	12	**FORTITUDE**	12
PARRY	12	**TOUGHNESS**	10
WILL	8		

POWER POINTS

ABILITIES	94	**SKILLS**	18
POWERS	64	**DEFENSES**	16
ADVANTAGES	9	**TOTAL**	190

COMPLICATIONS

Enemy: Starfire's sister, Blackfire, has a lifelong hatred for her.
Power Loss: During any prolonged period without exposure to sunlight, Starfire loses her Flight and Starbolts powers
Relationship: On-again, off-again romance with Nightwing.
Temper: Starfire has a very short fuse.

PERSONALITY

Like most of her race, Starfire is very emotional—quick-tempered and hot-blooded. This manifests as steadfast devotion to her friends, fiery passion for her lovers and terrible wrath toward her enemies. Even after all her time on Earth, Starfire is still adjusting to the comparatively conservative attitudes and restrained emotions of its people.

Starfire is most often associated with the Teen Titans and is on excellent terms with the team in all of its incarnations, and has a particular soft spot in her heart for Nightwing. She recently developed a close friendship with Animal Man during a year when they were stranded in space.

Starfire has battled many enemies as a member of the Teen Titans, most notably Brother Blood, Deathstroke, and Trigon. Her sister, Blackfire, remains Starfire's greatest personal enemy.

POWERS AND ABILITIES

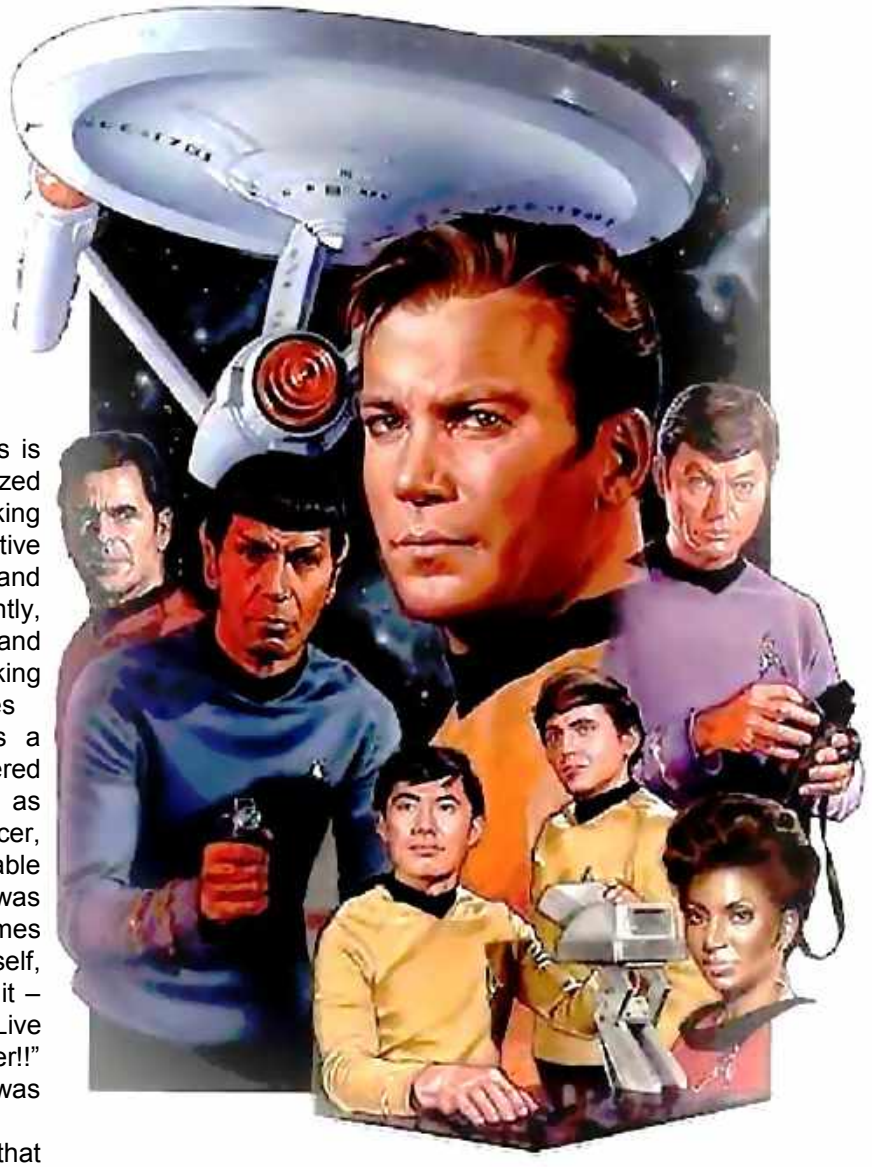
Starfire's Tamaranean physiology gives her the ability to fly by harnessing solar energy. Starfire can subsist on sunlight alone as well as survive unaided in outer space for extended periods of time.

Tamaraneans also have the ability to assimilate foreign languages simply by touching a native speaker. – which Starfire often accomplishes with a kiss – usually upon an attractive male.

After being subject to Psion experimentation, Starfire's natural abilities were modified, allowing her to channel absorbed sunlight into concentrated energy blasts known as Starbolts.

Starfire is also highly proficient in hand-to-hand combat, having been trained by the Warlords of Okaara, granting her warrior-skills, which she later honed in sparring sessions with her Titans teammate, Donna Troy (See entry for" **Wonder Woman: Troia**).

STAR TREK



For generations, **Star Trek** has been synonymous with science fiction. Debuting in 1966, the series chronicled the adventures of crew of the Starship Enterprise and its five-year mission to seek out and discover new life and new civilizations - to boldly go where no man has gone before (updated in modern times to a more politically correct 'no *one* has gone before'). With space effects that still more or less hold up today (with reasonably good alien and live action effects as well… for the times any way), the show has cast a vision of an idealized possible future for generations since.

A sign of the times, the United Federation of Planets is devoted to discovery – albeit, through a strictly formalized military chain of command, the show is ground breaking on a number of levels, every thing from its introspective storylines, to social and racial issues (first white guy and a black chick to make-out on TV). But most importantly, the show succeeded because of the entertaining and enduring interaction between a cast of icon-making characters – a flaw in the more modern follow-up series

The confident and confrontational Captain Kirk is a swaggering, womanizing pulp-hero, perfectly countered by his emotionless, half-alien first officer, Mr. Spock, as well as his fretful, temperamental First medical officer, Doctor McCoy. The supporting cast were all memorable and quirky in their own way, and before the series was done, most of them had catch-phrases – sometimes several – that were as recognizable as the show itself, and instantly identifiable with the character that said it – everything from "Fascinating," "He's *dead*, Jim," to "Live long and prosper," or "Captain, I can't push it any faster!!" And God-forbid someone gives you a red shirt – it was proven early on that the guy in the red shirt dies.

It was largely the absence of most of these elements that proved the downfall of the first attempt to bring the series to the big screen, in the high-budget but disappointing *'Star Trek: The Motion Picture'*, but the series found its cinematic stride with the widely popular sequel, *'Star Trek II: The Wrath of Kahn'* – a return to all the old banter, and a whole new set of catch-phrases – "The needs of the many, outweigh the needs of the few, or the one," – which would become a high-point of contention throughout the rest of the series – and of course, "KAAAAHHHNNN!!!"

Star Trek enjoyed resurgence on television as well, starting in the eighties, with a new cast of characters, generational descendants of the first series. The new series did well, spawning a series of others, and an expanding 'Star Trek' universe, that now had specific 'eras'. Although few of these characters achieved the status of any of the first series', except among "trekkies" – of note were Captain Jean Luc Piccard, the heroic Klingon, Warf, and the android, Data.

Recently, the original characters have been brought back with new actors in the original roles – well-received and entertaining films that pay proper homage to all the things that made the original series great. Time travel has, of course, created a whole new alternate universe for this new Starship Enterprise and its crew, and presumably all the old foes in new forms – all the old catchphrases picking up right where they left off – including, of course, "Kaaaahhhnnn!!!"

BASE: STARFLEET, 23RD CENTURY EARTH
BEST-KNOWN CREW MEMBERS: CAPTAIN JAMES T. KIRK, DOCTOR LEONARD 'BONES' MCCOY, LIEUTENANT NYOTA UHURA, MR. PAVEL CHEKOV, MR. MONTGOMERY SCOTT, MR. HIKARU SULU, YEOMAN JANICE RAND
HEADQUARTERS: STARSHIP ENTERPRISE
VEHICLES: STARSHIP ENTERPRISE

CAPTAIN KIRK

James Tiberius Kirk is the Captain of the *USS Enterprise*, - a perfect representative of the times – a confident, old-style hero, big on regulations as they pertain to ideals, but ever ready to bend the rules when they hamper those same ideals. Although he respects the Prime Directive of non-interference, he's been known to tip the odd tyrannical dictator or two. A classic, swaggering womanizer, Kirk is the quintessential sailor with a girl in every port – with an affinity for exotic alien woman – particularly green chicks. His philandering ways, however, have never affected him on the job, either in his concentration, focus, or the loyalty of his crew. The total dedication to his Captain's duties and responsibility to those under his command, has given him a crew that trusts him eminently. Among his most valued confidants is the half-Vulcan, Mr. Spock, with whom he has shared a long, and often rocky friendship, as the bombastic Kirk aggravates the logic-trained Vulcan's half-human side, while Spock's deliberate lack of emotion grates on the passionate Kirk. The third corner of the interior Star Trek triangle, is Kirk's other closest confidant, Doctor Leonard 'Bones' McCoy – whose pacifist, heart-on-his-sleeve nature matches and opposes both the emotionless Spock

The later films explored some of Kirk's more serious issues – including a lovechild the with Dr Carol Marcus – a son named David, who was tragically killed by Klingons after only knowing Kirk himself for a short time. **(Str9)**

CAPTAIN KIRK PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	3	3	4	7	2	2	3

EQUIPMENT

Communicator: Communication 3 • *6 points*
Phaser: Ranged Damage 10 • *20 points*

ADVANTAGES

Agile Feint, Close Attack (Melee) 3, Benefit 3 [Status (Captain of the Starship Enterprise), Defensive Roll 2, Equipment 6, Improved Initiative, Luck, Jack-of-all-Trades, Ranged Attack (Phaser) 6, Skill Mastery (Military Tactics), Skill Mastery (Technology) Well-Informed

SKILLS

Athletics 8 (+11), Attractive 2, Close Combat: Unarmed 3 (+10), Connected, Deception 12 (+14), Expertise (Military Tactics) 14 (+16), Fearless, Insight 2 (+14), Perception 10 (+14), Persuasion 5 (+7), Stealth 2 (+7), Technology 8 (+12), Vehicles 3 (+6)

OFFENSE

INITIATIVE +5

Phaser +10	Ranged, Damage 10
Unarmed +10	Close Damage 3

DEFENSE

DODGE	11	**FORTITUDE**	3
PARRY	10	**TOUGHNESS**	6/3*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	54	**SKILLS**	30
POWERS	0	**DEFENSES**	18
ADVANTAGES	29	**TOTAL**	131

COMPLICATIONS

Enemies: Kirk's career left enemies all across known space, particularly within the Romulan and Klingon empires.

Relationships: Captain Kirk's most enduring relationships are with the tightly knit band that comprised his crew, in particular Dr. Leonard McCoy, the half-human Vulcan, Mr. Spock, and the loyal band that included, Mr. Sulu, Mr. Scott, Mr. Chekov, Lt. Uhura, and (until her resignation) Yeoman Rand.

Womanizer: Captain James T. Kirk literally has a girl in every port with a certain penchant for green chicks – and left at least one love child, with Doctor Carol Marcus. There were rumors that Yeoman Rand chose to leave her duties on the Enterprise because of an unexpected pregnancy.

DOCTOR MCCOY

Dr. Leonard "Bones" McCoy is the senior medical officer of the Starship Enterprise, and one of Captain Kirk's most trusted friends. Coming from old country tradition, McCoy has old-school beliefs and pacifistic values, providing Kirk with a decidedly non-militaristic perspective during times of crisis. Nevertheless, McCoy is also a brave and as willing to risk or even give his life as any soldier for a just cause, and will go to extremes to save life. His emotional, highly moral viewpoints find a constant foil in the person of Mr. Spock, whose deliberate Vulcan rejection of emotion in favor of logic bothers McCoy on a gut level. In spite of this abrasion, however, McCoy's friendship with Spock is nearly as great as with Kirk, perhaps because Bones senses the interior conflict between Spock's human and Vulcan natures, and recognizes that the exterior logic masks emotion as deep as his own.

McCoy's medical skills are legendary within Starfleet, especially considering the bizarre and deadly ailments he has been forced to deal with in the unexplored territories of outer space.

(Str6)

DOCTOR MCCOY PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	3	3	4	7	2	2	3

EQUIPMENT

Communicator: Communication 3 • *6 points*
Phaser: Ranged Damage 10 – *20 points*

ADVANTAGES

Equipment 6, Luck, Ranged Attack (Phaser) 4, Skill Mastery (Life Sciences), Skill Mastery (Medicine) Well-Informed

SKILLS

Connected, Expertise (Medicine) 14 (+18), Insight 2 (+6), Perception 10 (+12), Persuasion 5 (+7), Technology 8 (+12), Vehicles 3 (+4)

OFFENSE

INITIATIVE +5

Phaser +5	Ranged, Damage 10
Unarmed +0	Close Damage 1

DEFENSE

DODGE	6	**FORTITUDE**	2
PARRY	6	**TOUGHNESS**	2
WILL	6		

POWER POINTS

ABILITIES	32	**SKILLS**	21
POWERS	0	**DEFENSES**	15
ADVANTAGES	13	**TOTAL**	81

COMPLICATIONS

I'm a Doctor not a Geologist: Dealing with so many different lifeforms, and all the different alien diseases encountered in space, Doctor McCoy finds himself having to treat ailments no one has ever seen, often requiring a lot of collateral knowledge well outside traditional medicine.

He's Dead Jim: McCoy is at heart a pacifist who bleeds for every life he can't save, often putting him out of place in a military setting.

Relationships: 'Bones' McCoy is one of Captain Kirk's most trusted friends and confidants, and often acts as a moral compass in perilous times. McCoy has a cantankerous but loyal relationship with the half-Vulcan Mr. Spock, whose deliberately emotionless logic rankles McCoy's heart-on-his-sleeve personality.

MR. SPOCK

Mr. Spock is caught between two worlds, the son of a Vulcan ambassador and a human woman, raised on Vulcan, where he was an outcast, taught to hate the emotions that were as much a part of him as his humanity. Ironically, it was his rocky-at-first friendship with the bombastic Captain Kirk that finally taught him not to just accept the fact of his own emotions but to actually learn the value of them – not just as a supplement o his Vulcan logic, but in some ways actually an advantage over pure logic – even though Spock is a capable strategist on his own, he has learned much from the canny, unpredictable mind of James Kirk. His second closest friend, with whom he once trusted his 'katra' – his soul ' is the highly emotional Dr. McCoy, is also his greatest foil on the Enterprise, who is impatient with Spock's deliberate attempts to suppress his own feelings. Besides being an extremely knowledgeable scientist, Spock possesses the strength of a Vulcan, along with specialized fighting techniques like his famous 'Vulcan Nerve Pinch. **(Str25)**

MR. SPOCK — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	5	3	5	5	4	4	4

POWERS

Green Blooded Vulcan: Regeneration 1 • *1 point*
Vulcan Mind Meld: Mind Reading 9 (Limitation: requires physical contact) • *18 points*
Vulcan Nerve Pinch Strength-based attack 1 (Limitation: induces unconsciousness only), Penetrating 4 • *5 points*

EQUIPMENT

Communicator: Communication 3 • *6 points*
Phaser: Ranged Damage 10 • *20 points*

ADVANTAGES

Close Attack (Vulcan Nerve Pinch) 3, Equipment 6, Fearless, Luck, Jack-of-all-Trades, Ranged Attack (Phaser) 6, Skill Mastery (Science), Skill Mastery (Technology), Well-Informed

SKILLS

Close Combat: Unarmed 3 (+8), Connected, Deception 6 (+10), Expertise (Diplomacy) 8 (+14), Expertise (Vulcan Lore) 14 (+18), Expertise ((Science) 14 (+18), Insight 2 (+14), Perception 10 (+14), Persuasion 5 (+7), Stealth 2 (+8), Technology 8 (+12), Vehicles 3 (+6)

OFFENSE

INITIATIVE +3

Nerve Pinch +8	Close, Affliction 8 (Penetrating 4)
Phaser +9	Ranged, Damage 10
Unarmed +8	Close Damage7

DEFENSE

DODGE	10	**FORTITUDE**	9
PARRY	10	**TOUGHNESS**	5
WILL	12		

POWER POINTS

ABILITIES	74	**SKILLS**	38
POWERS	33	**DEFENSES**	24
ADVANTAGES	21	**TOTAL**	190

COMPLICATIONS

Relationships: Spock's closest contacts are the crew of the Starship Enterprise, Captain Kirk and Doctor Leonard McCoy in particular. He has somewhat strained relations with his father Sarak.
Half-Breed: Half-human, half-Vulcan, Spock has seen a lot of bigotry in both cultures
Temper: For a supposedly emotionless guy, Spock can have a violent temper.

CREW MEMBERS

Though crew members came and went (some faster than others depending upon whether or not they were wearing a red shirt) a certain core-group emerged as the crew of the Starship Enterprise – all iconic figures in their own way. These were the crew members that usually appeared in every show, and in most of the movies that dealt with the original crew. These were the crew that served under Captain Kirk, and looked to him as a leader and their Captain for nearly the rest of their lives, freely risking their lives at his requests, trusting with unflinching loyalty that Kirk's wiles would pull them all through – which most often, he did.

LIEUTENANT UHURA

Lt. Nyota Uhura is the Communications Officer aboard the bridge of the Starship *Enterprise*, and her familiarity with interstellar languages is central to its communication efforts with foreign colonies. She is from Africa and speaks Swahili as well as English and her name means freedom. Uhura was one of the first black television characters to be presented in a non-traditional role of servant or maid, as well as being the recipient of the first televised inter-racial kiss - from Captain Kirk, of course. In the modern revamp of the series Kirk is presented as actively having pursued Uhura during their cadet days, with her completely rebuffing his efforts. She is also shown to be romantically involved with Mr. Spock, although this was never shown in the original series. Uhura is one of the core members of the Enterprise crew that continued to follow Kirk on his escapades beyond their five-year mission**. (Str5)**

LIEUTENANT UHURA	PL8 64 POINTS
Abilities: **Str** 0 **Sta** 0 **Agi** 3 **Dex** 3 **Fgt** 0 **Int** 2 **Awe** 2 **Pre** 2	
Equipment: **Communicator:** Communication 3, **Phaser:** Ranged Damage 10	
Advantages: Attractive, Equipment 6, Skill Mastery (Languages)	
Skills: Deception 3 (+5), Expertise: Electronic 8 (+10), Expertise: Languages 12 (+14), Expertise: Music 6 (+8), Perception 6 (+8), Persuasion 6 (+8), Ranged Combat: Phaser 2 (+5), Vehicles 2 (+5)	
Offense: Initiative +3, Phaser +5, Ranged, Damage 10, Unarmed +0, Close, Damage 0	
Defense: Dodge 5, Parry 5, Fortitude 3, Will 5, Toughness 0	
Totals: Abilities 24 + Powers 0 + Advantages 8 + Skills 22 + Defenses +16 = 64	
Complications: **Relationships:** In the new continuity, Lt Uhura has a romantic relationship with Mr. Spock.	

MR. CHEKOV

Mr. Pavel Chekov is security chief and tactical officer on the Enterprise, and also sometimes fills in for Mr. Spock as science officer. Mr. Chekov is Russian and is proud of his heritage, often his homeland. Chekov is also known for his Tonto-like proclivity to be the one that manages to take a bad beating, be captured, or badly injured – he's the *Enterprise's* resident fall-guy. Mr. Chekov has also been known to be a bit hot-tempered, especially in the defense of his crewmates or his Captain.

NOTE: Mr. Chekov was not an original cast-member, although his absence was explained as having been a lower-rank crew member after 'Wrath of Kahn'. **(Str6)**

MR. CHEKOV — PL6 67 POINTS

Abilities: **Str** 1 **Sta** 2 **Agi** 2 **Dex** 2 **Fgt** 3 **Int** 2 **Awe** 2 **Pre** 1

Equipment: **Communicator:** Communication 3, **Phaser:** Ranged Damage 10

Advantages: Equipment 6

Skills: Close Combat 2 (+5), Deception 4 (+6), Expertise: Computers 6 (+8), Expertise: Engineering 6 (+8), Expertise: Tactics 4 (+6), Perception 6 (+8), Persuasion 6 (+9), Ranged Combat: Phaser 4 (+6), Vehicles 2 (+4)

Offense: Initiative +2, Phaser +6, Ranged, Damage 13, Unarmed +5, Close, Damage 1

Defense: Dodge 6, Parry 6, Fortitude 3, Will 5, Toughness 2

Totals: Abilities 30 + Powers 0 + Advantages 6 + Skills 20 + Defenses +11 = 67

Complications: **Fall Guy:** If someone is going to get beat-up, shot, or otherwise injured, it's likely to be Chekov.

MR. SCOTT

Mr. Montgomery Scott is Chief of Engineering and his technical wizardry has saved the ship many times. Known for his uncanny ability to stretch the laws of physics up to and beyond their breaking point, Scotty has a particular affinity for the starship, *Enterprise*, showing open hostility to 'upgrades' on the starship design like the *Excelsior,* and famously started a brawl with a roomful of Klingons when they dared call the *Enterprise* as 'a garbage scow'. An old-time traditional Scotsman, found of drink and revelry, a bit soft on the ladies, While Scotty is prone to throw a punch, he is a disciplined officer, third in command of the *Enterprise*. **(Str9)**

MR. SCOTT — PL8 95 POINTS

Abilities: **Str** 3 **Sta** 3 **Agi** 2 **Dex** 2 **Fgt** 4 **Int** 2 **Awe** 2 **Pre** 2

Equipment: **Communicator:** Communication 3, **Phaser:** Ranged Damage 10

Advantages: Equipment 6, Skill Mastery (Engineering/ Physics)

Skills: Close Combat 3 (+7), Deception 8 (+10), Expertise: Engineering 14 (+16), Expertise: Physics 14 (+16), Expertise: Perception 6 (+8), Persuasion 6 (+8), Ranged Combat: Phaser 4 (+7), Technology 14 (+16) Vehicles 4 (+7)

Offense: Initiative +3, Phaser +7, Ranged, Damage 10, Unarmed +7, Close, Damage 3

Defense: Dodge 7, Parry 7, Fortitude 3, Will 6, Toughness 3

Totals: Abilities 40 + Powers 0 + Advantages 7 + Skills 37 + Defenses +11 = 95

Complications: **Scotty, I Need Warp Sped in 2 Minutes Or We're All Dead:** Scotty is an engineering miracle worker, known for coming up with jury-rigged solutions on the fly.

MR. SULU

Mr. Hikaru Sulu was born in San Francisco. The half-Filipino, half-Japanese lieutenant has a wide range of expertise in botany, fencing, ancient weaponry, and is an advanced judo practitioner. His job aboard the ship is helmsman - in charge of navigation on the starship *Enterprise*.

Although Mr. Sulu remained one of Captain Kirk's core 'crew', and would accompany Kirk on his private agenda excursions – often in defiance of Starfleet, Sulu, himself, was eventually promoted to Captain and given a ship of his own – the 'upgraded' U.S.S. *Excelsior* – often providing high-powered and vital back-up support for Kirk during the *Enterprise's* later-day missions. **(Str7)**

MR. SULU — PL8 81 POINTS

Abilities: **Str** 2 **Sta** 2 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 2 **Awe** 2 **Pre** 2

Equipment: **Communicator:** Communication 3, **Phaser:** Ranged Damage 10

Advantages: Equipment 6

Skills: Close Combat: Fencing 4 (+9), Close Combat: Unarmed 4 (+9), Deception 6 (+8), Expertise: Physical Sciences 8 (+10), Perception 6 (+8), Persuasion 2 (+8), Ranged Combat: Phaser 4 (+7), Vehicles 8 (+11)

Offense: Initiative +3, Phaser +7, Ranged, Damage 10, Unarmed +9, Close, Damage 2

Defense: Dodge 8, Parry 8, Fortitude 3, Will 5, Toughness 2

Totals: Abilities 42 + Powers 0 + Advantages 6 + Skills 21 + Defenses +12 = 81

Complications: **Ambitious:** Out of all the crew of the Enterprise, Sulu most wanted a command of his own.

YEOMAN RAND

Yeoman Janice Rand served as assistant to Captain James T. Kirk aboard the USS *Enterprise* in the first half of the first season of The Original Series and was the closest to an on-board romance that Kirk carried on during his tenure on the Enterprise – something that never quite materialized on-screen (and rumors persist that Rand's presence crimped Kirk's action as a womanizer).

Of all the original personal, Yeoman Rand has become 'the lost crew-member', as her tenure on the *Enterprise* was brief, disappearing halfway through the first season, although she made cameo appearances in later-day series, as well as films.

During the *Enterprise's* V'ger mission, Janice Rand served planet-side as a transporter operator and non-commissioned officer, although she was eventually promoted to Chief Petty Officer and was stationed in San Francisco along with her former *Enterprise* shipmate, Dr. Christine Chapel.

Janice Rand eventually went on to serve as the communications officer aboard the USS *Excelsior* under Captain Sulu.

Rand's abrupt departure from the bridge of the starship *Enterprise* was eventually explained when Rand confided to her current Captain Sulu that she left Starfleet because she had become pregnant and left active duty to raise her daughter, Annie. The child's father was, according to Rand, a "Starfleet officer on the fast track to greatness" who never knew about the child. Tragically, Annie became ill and died at the tender age of two. After this traumatic event, Janice Rand rejoined Starfleet. **(Str5)**

YEOMAN RAND	PL8 47 POINTS
Abilities: **Str** 0 **Sta** 0 **Agi** 2 **Dex** 2 **Fgt** 0 **Int** 2 **Awe** 2 **Pre** 2	
Equipment: **Communicator:** Communication 3, **Phaser:** Ranged Damage 10	
Advantages: Attractive, Equipment 6	
Skills: Deception 8 (+10), Perception 6 (+8), Persuasion 6 (+8), Ranged Combat: Phaser 2 (+4), Vehicles 2 (+4)	
Offense: Initiative +2, Phaser +5, Ranged, Damage 10, Unarmed +0, Close, Damage 0	
Defense: Dodge 3, Parry 3, Fortitude 2, Will 4, Toughness 0	
Totals: Abilities 20 + Powers 0 + Advantages 7 + Skills 12 + Defenses +8 = 47	
Complications: **Relationships:** Janice Rand was originally presented as the love interest for Captain Kirk, on the *Enterprise*, although their relationship never overtly manifested on screen. **The Lost Crew Member:** Yeoman Rand disappeared from the Enterprise halfway through the first season.	

ALLIES AND ENEMIES

Gorn: Gorn's are reptilian humanoids of comparable intelligence to humans, as well as Starfleet-level technology. Despite their intelligence, Gorn's are known for their savage and warlike culture. Gorn's were first encountered when they attacked an outlying Federation outpost, although war was averted through the intervention of the entity-like 'Metrons.'

PL10: Str 9 Sta 8 Agi 0 Dex 0 Fgt 5 Int 1 Awe 1 Pre 0: Protection 1, Teeth and Claws: Close Damage 2, Initiative +4: Claws +9. Damage 11, Disruptor +10, Ranged, Damage 10, Unarmed +10, Close Damage 2, Dodge 6, Parry 6, Fortitude 10, Will 6, Toughness 9

Kahn: Kahn was the result of a genetic experiment designed to produce a super-human. Unfortunately, his super-intellect produced super-ambition, resulting in Kahn and his crew seeking dictatorial power. Kahn and his crew were defeated and put into suspended animation, where they were discovered and revived by the crew of the Enterprise, inadvertently releasing Kahn's

wrath upon the galaxy. Kahn considers Jim Kirk his greatest enemy – a feeling that is wholly reciprocated. Kahn was killed in the Genesis Wave, although it remains to be seen if this will play out in the new restructured reality.

PL10: Str 7 Sta 5 Agi 4 Dex 4 Fgt 8 Int 5 Awe 2 Pre 4: Initiative +7: Unarmed +10, Close Damage 7, Dodge 10, Parry 10, Fortitude 9, Will 8, Toughness 5

Klingons: Klingons are a warlike alien race that are traditional enemies of the Federation. A peace treaty in the New Generation series brought the Klingons into the Federation, although tension between the cultures remains.

PL10: Str 6 Sta 5 Agi 2 Dex 2 Fgt 7 Int 1 Awe 1 Pre 1, Disruptor +10, Ranged, Damage 10, Unarmed +10, Close Damage 6, Dodge 6, Parry 8, Fortitude 9, Will 6, Toughness 5

Romulans: Romulans are believed to be an offshoot of the Vulcan race, although they have embraced an emotional, warlike culture, and remain enemies of the Federation.

PL10: Str 7 Sta 5 Agi 3 Dex 3 Fgt 5 Int 3 Awe 3 Pre 3, Disruptor +10, Ranged, Damage 10, Unarmed +8, Close Damage 7, Dodge 10, Parry 10, Fortitude 9, Will 8, Toughness 5

U.S.S. ENTERPRISE

U.S.S. Enterprise: As iconic as any of the characters is the Starship *Enterprise*; home, headquarters, and symbol, the *Enterprise* itself is revered by Captain Kirk and his crew as the finest ship in the fleet. **(Str180)**

U.S.S. ENTERPRISE	144 POINTS
Size: Awesome **STR** 22 **SPD** 16 (125,000 MPH) **DEF** 0 **TOU** 18	
Features: Communications, Computer, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Navigation System, Personnel, Security System	
Powers: Deflector Shields: Enhanced Defenses 7 (Dodge 7), Protection 3 Impervious Toughness 10, **Impulse Engines** 21-point Array, **AE: Transporter Room:** Burst Area Selective Extended Teleport 7 (120 miles), Limited to Extended, Limited Location: To anywhere, back to the ship, **AE: Hyperspace Drive:** Movement 2 (Space Travel) Long-Distance Trans-portal Room: Burst Area Selective Teleport 7 (0.5 miles), Limited Location: To anywhere, back to the ship,; **Warp Drive: Flight** 16 (125,000 MPH); **Tractor Beam:** Feature 1 (A starship of this scale is equipped with a tractor beam that allows it to exert strength at range to push, pull, or hold objects in relation to itself. Treat this as a Move Object effect at the rank of the ship's Strength value); **Weapons Systems:** 40-point Array, **AE: Phaser**: Ranged Damage 15, Penetrating 10, **AE: Photon Torpedoes**: Ranged Damage 15, Burst Area (5 ranks only), Homing	
Totals: Abilities 7 + Powers 117 + Features 13 + Defenses 3 = 140	

U.S.S. Excalibur: The sometime rival starship, *Excalibur* is an upgrade, fitted with 'trans-warp drive' (**Flight 18**).

STAR WARS

A LONG TIME AGO… way back in 1977… the coolest movie *ever* came out.

Star Wars. Not 'Chapter 4: A New Hope' – 'Star Wars' – and it changed things forever.

It's difficult to impress upon a new generation raised in the aftermath of Star Wars, what it was like the first time. To us – a generation to whom Star Trek represented high-tech effects and show-era Godzilla was an acceptable standard – this was something never before seen. Those that were there will never forget the first beating war drums as the first rolling prologue scrolled across the starscape – then dropping to an orbit view of the planet below… followed by the monstrous Star Destroyer flying in from overhead.

And moments after that, the first look at Darth Vader.

A grand space opera, borrowing freely from such pulp-era epics as Flash Gordon and Buck Rogers, with heavy overtones of Lord of the Rings, the story deals with the adventures of young Luke Skywalker and his battle against the evil Galactic Empire.

Orphaned, raised by his uncle Owen, a simple farmer on the desert planet Dune – sorry, Tatooine – and longing for adventure, twenty-year-old Luke's life changes forever when he discovers two 'droids, R2-D2 and C-3PO, fleeing from Darth Vader and the Empire, and bringing with them a holographic distress signal from the beautiful Princess Leia, along with her heartfelt plea, "Help me, Obi Wan Kenobi. You're my only hope."

Entranced by the lovely young Princess, and recognizing the name 'Kenobi' from an old desert vagrant called 'Ben' Kenobi – Luke sets out in search of the old man – only narrowly escaping the Empire's Storm Troopers, in pursuit of the 'droids, who kill everyone on Luke's farm, including his aunt and uncle.

Discovering Luke's adopted family's death, old Ben Kenobi acknowledges himself to be the former Jedi Knight, 'Obi-Wan' – and reveals to Luke clues about his past. Luke's father had also been a Jedi, betrayed and murdered by a young pupil of Obi Wan's, Darth Vader, who helped the Emperor hunt down and destroy the last of the Jedi. Having nowhere else to go, Luke agrees to aid Obi Wan in rescuing the Princess, and to learn the ways of the mystical 'Force'.

Chartering the speedster spaceship, the Millennium Falcon, from a local space-smuggler, Han Solo and his giant apelike, Wookie sidekick, Chewbacca, Luke and Obi Wan set off for Princess Leia's home-planet of Alderaan.

Unbeknownst to them, however, Princess Leia has been captured by Darth Vader, identified as part of the Rebel Alliance against the Empire, and the planet Alderaan itself has become victim to the Empire's newly unveiled ultimate weapon, the moon-sized, planet-destroying space-station, the Death Star.

Arriving upon the destroyed remains of Alderaan, the Millennium Falcon is immediately caught in the Death Star's powerful tractor beam, and taken on board. Sneaking past security in stolen Storm Trooper uniforms, the would-be rescuers escape into the space station, wherein, Obi Wan separates from rest in order to deactivate the tractor beam and allow them to escape.

Plugging into the Death Star's computer banks, however, R2-D2 discovers Princes Leia has been interned on board. With promises of monetary reward, Luke coerces Han Solo and Chewbacca to aid him in rescuing the

SETTING: A LONG TIME AGO, IN A GALAXY FAR, FAR AWAY
BEST-KNOWN CHARACTERS: ARTOO DETOO, CHEWBACCA, DARTH VADER, LUKE SKYWALKER, OBI WAN KENOBI, PRINCESS LEIA ORGANA, SEE THREEPIO
GENRE: SCIENCE FANTASY

Princess – an effort which quickly deteriorates into a running gun battle with storm-troopers all throughout the space station.

Meanwhile, Darth Vader has discovered Obi Wan deactivating the tractor beam, and engages his former mentor in a lightsaber duel that culminates on the flight decks, as Kenobi's companions attempt to re-board the Millennium Falcon.

Obi-Wan is struck down by Vader before Luke's horrified eyes, but it is only the old man's clothes that fall to the ground, his body disappears. Almost simultaneously, a ghostly voice speaks out in Luke's mind, exhorting him to run. The remaining group flees aboard the Falcon and escapes the Death Star, battling past a squadron of Tie-Fighters, and fleeing into hyperspace.

It is only a temporary reprieve, however, as the Death Star is now on the trail of the Rebel base. Mounting a defense based on blueprints downloaded from R2-D2, the Rebel forces discover that the mighty planet-destroying death star has a single chink in its armor – like a dragons' missing scale there is a ventilator shaft, less than two meters wide, leading to the central reactor of the station – a target that can only be hit with single-pilot fighters.

With things looking grim, Han Solo quickly grabs his reward and flees the planet, while Luke joins the rebel fighter squadrons, engaging the oncoming Death Star before it can get into firing range. Darth Vader, discovering the danger in the Rebel strategy, leads his own group of Tie-Fighters, and wipes out nearly the entire Rebel squadron except for Luke. With Vader hot on his heels, and the ventilation target in sight, Luke is again visited by the voice of Ben Kenobi, urging him to use the Force.

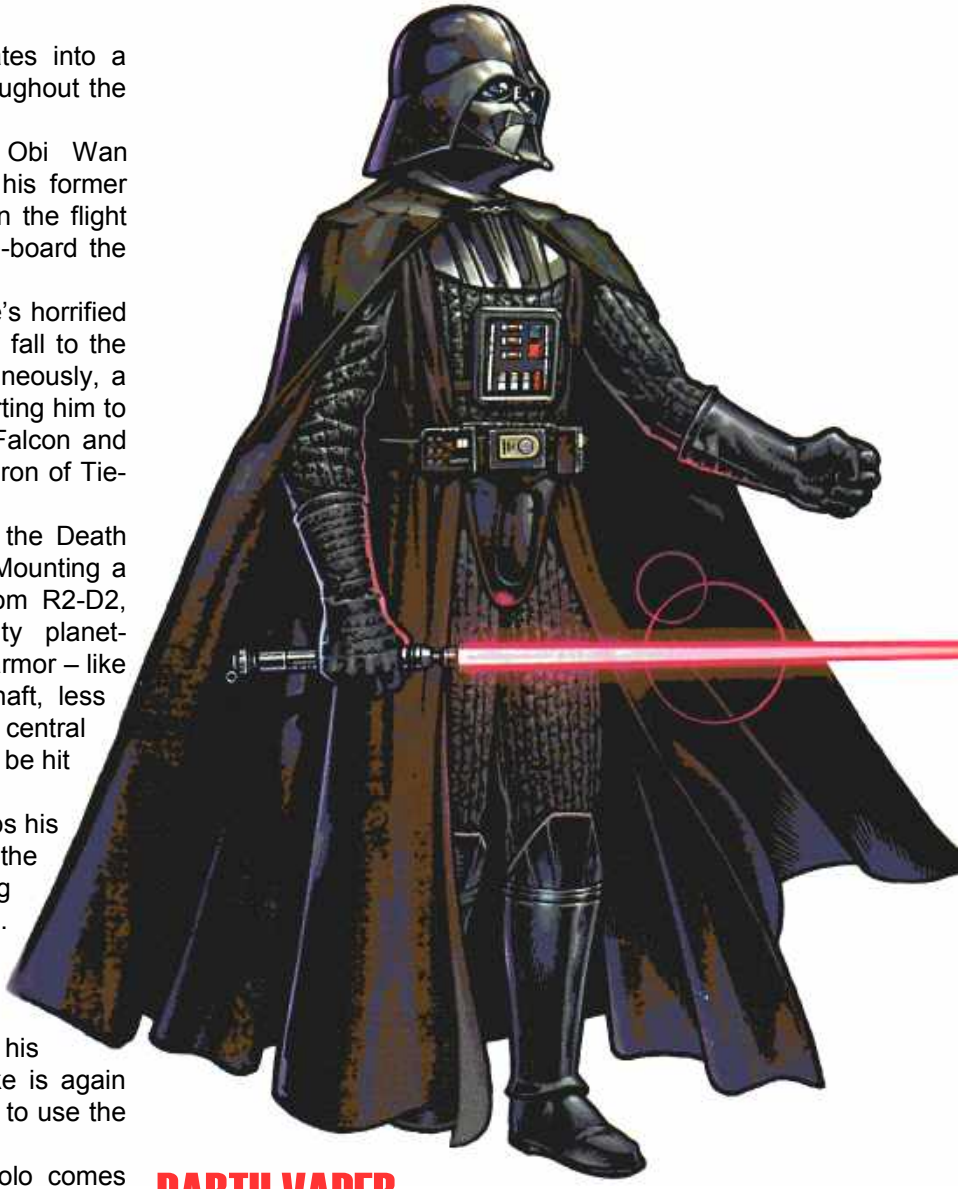
With a last-second change of heart, Han Solo comes swooping in with the Millennium Falcon, crippling Darth Vader's ship, allowing Luke to fire the final shot, destroying the Death Star.

Vader's ship is last seen spinning off into space.

The last scene is an awards ceremony. Vader's still out there, and so is the Empire. But the good guys won today.

Credits, starscape, and war drums.

That was how it began. That's how it was the first time – how one generation will always remember it. And even though we all know now what was to come, the re-releases, the re-edits, the prequels, ret-cons, the 'truth' from 'a different point of view' – and of course the ghastly, love-triangle and it's brother-sister solution (more on that later) – nothing changes how it was for us way back then – the beginning of a cultural phenomenon that would last for generations, something special we would never forget.



DARTH VADER

Even more than Luke Skywalker, **Darth Vader** has come to be the face of the Star Wars saga – retroactively re-christened the rise, fall, and redemption of Anakin Skywalker – and who could forget THAT little revelation: "No, Luke, *I* am your father." That was as far as they should have taken it – because that moment worked – and rather than the feeble 'point of view' excuse, Obi Wan should have just told Luke he lied to spare him. In any case, by the end of both trilogies, Darth Vader was the primary character upon which the entire story turned – a prophesied force-wielder of unparalleled power, destined to bring balance, but only at great cost. And in the end, it is indeed Vader, not Luke who kills the Emperor, ending the reign of the Sith.

But that all came later – the transformation into the hero only after becoming perhaps the most iconic villain in history. In 1977, Darth Vader was not 'Anakin Skywalker'

(see primary entry for **Jedi Knights: Anakin Skywalker**), fallen hero – he was the most evil villain in the galaxy, powerful, destroying entire planets. Hollywood muscle man Dave Prowse, in the Vader armor, with the heavy intones of James Earl Jones (integrated with that creepy mechanical breathing), combined to create a charisma that propped him from simply the henchmen Lucas originally created him to be – into not just the best-known, but the primary character in the series. Starscapes on posters featured Vader's ominous mask looming across the horizon of space.

The pure villain held though the first sequel (and in the wonderful in-between *Star Wars* story – the first follow-up novel, *Splinter of the Mind's Eye*, by Allen Dean Foster) and who can forget the climactic moment when Luke and Darth finally faced each other – gettin' ready to go down (an element taken from Foster's novel, as was the swamp-planet Degabah) – with Luke firing up his lightsaber tense and ready, while Vader's blade seems to ignite almost casually, in sinister, mocking insolence.

Vader's character was not as damaged as Luke's by Lucas' retroactive plot devices; in fact, besides being elevated to the central role of final hero, Anakin Skywalker seems to follow the pattern that should have been repeated with Luke – dealing with a love interest that endangers his future as a Jedi.

But that's all back-fill, added later – it was the scary villain there first – Darth Vader, not Anakin. Such a good bad guy they *had* to make him the hero. **(Str25)**

DARTH VADER PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	7	5	5	11	2	12	8

POWERS

Force Sensitive: Danger Sense 3, Detect 6 (Limited to other Force-Wielders only), Precognition 3 • *21 points*

Jedi Mind Trick: Mind Control 8 (Limited to those of lower INT than Vader) • *32 points*

Leaping: Leaping 3 (60 feet) • *3 points*

Lightsaber: Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable (-4 points) • *8 points*

Telekinesis: Choke (Affliction 4), Force Blast (Ranged Damage 6), Perception Range Move Object 10 • *30 points*

Using the Force: Enhanced Advantages:Improved Defense, Ultimate Effort (Aim, Dodge/Parry) • *3 points*

ADVANTAGES

Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 5, Takedown, Ultimate Effort (Aim, Dodge/Parry)

SKILLS

Acrobatics 8 (+13), Athletics 8 (+17), Close Combat: Lightsaber 3 (+14), Close Combat: Unarmed 3 (+14), Expertise: Jedi Lore 2 (+8), Insight 4 (+16), Intimidation 12 (+20), Perception 4 (+16), Persuasion 2 (+10), Stealth 5 (+10), Technology 8 (+12), Vehicles 12 (+17)

OFFENSE

INITIATIVE +5

Force Blast +10	Ranged, Damage 6
Force Choke	Perception Range, Affliction 4
Lightsaber +14	Damage 10 (Penetrating) Crit. 18-20
Unarmed +14	Close Damage 7

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	14	**TOUGHNESS**	10/7*
WILL	12	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	114	**SKILLS**	33
POWERS	97	**DEFENSES**	13
ADVANTAGES	18	**TOTAL**	275

COMPLICATIONS

Enemy: Almost the entire galaxy, but particularly Luke Skywalker, Obi Wan Kenobi, Han Solo, Princess Leia and the Rebel Alliance

Relationships: Darth Vader's primary relationship is as Apprentice to the Emperor, although he wishes to convert his son Luke to the Dark Side to overthrow the Emperor.

More Machine than Man: Vader's armor is a life-support system. If he were to remove it, he would die.

Skywalker Legacy: As the 'chosen one', Vader my utilize the Second Chance Advantage at the GM's discretion.

A DARK SHADOW OF HIS FORMER SELF

Before the injuries that transformed him into Darth Vader, Anakin Skywalker was considered the most powerful Force-manipulator ever known. However, the physical damage that resulted in the replacement of most of his body with cybernetic parts, greatly reduced his abilities – estimated at 75%-80% of his original potential. Nevertheless, Vader is still a powerful Sith Lord, and a High-Level Master of the Force, making him a dangerous opponent for almost anyone

DEATH STAR — 168 POINTS

Size: 6 **STR** 33 **SPD** 16 (125,000 MPH) **DEF** 0 **TOU** 25

Features: Communications, Computer, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Navigation System, Personnel, Security System

Powers: Giant Battle Station: Force Shields: Enhanced Defenses 7 (Dodge 7), Protection 25, Impervious Toughness 10; **Space Travel** 21-point Array, **AE: Hyperspace Drive:** Movement 2 (Space Travel) Long-Distance Trans-portal Room: Burst Area Selective Teleport 7 (0.5 miles), Limited Location: To anywhere, back to the ship, **Hyper-Space Drive: Flight** 16 (125,000 MPH); **Tractor Beam:** Feature 1 (the Death Star has a tractor beam that allows it to exert strength at range to push, pull, or hold objects in relation to itself, as a Move Object effect at Strength value); **Primary Weapon:** Ranged Damage 25; Penetrating, **Weapons Systems"**: Ranged Damage 15, Penetrating 10,

Totals: Abilities 8 + Powers 144 + Features 13 + Defenses 3 = 168

Death Star: The Death Star is the Empire's ultimate weapon, a gigantic moon-sized space station, capable of destroying entire planets. After the first Death Star was destroyed, the Emperor ordered the construction of an even larger, more powerful Death Star, without the fatal ventilator shaft flaw – unfortunately for the Empire, this massive station was never competed; although its weapons systems were operational, the exterior structure was never finished, allowing small fighters, accompanied by the Millennium Falcon, to be able to destroy the main reactor directly. **(Str300)**

TIE-FIGHTER: Equivalent to a Space Fighter (see the Gadgets & Gear chapter) **Speed** 14, **Energy Blast** 12, **Torpedoes** 12

HAN SOLO

Han Solo is the overconfident captain of the Millennium Falcon, a Corellian pirate starship. Accompanied by his wookie companion, **Chewbacca (Str27)**, he plies his mercenary trade outside the restrictive laws of the Empire. At times, his insanely reckless manner pushes him into situations from which only his foolhardy courage can save him.

Han is drawn into the galactic conflict for reward – enough cash to pay off a debt to local gangster, Jabba the Hut – although his basic heroism is revealed at the end, when he saves Luke Skywalker from Darth Vader. His roguish nature is frowned on by Obi Wan, and sort of an older brother Luke, and his role as both is affirmed when his friction with Princess Leia is sparked in the sequel into an affair – which at the time was perceived by us in the audience as hitting on his little brother's girl – something what would have played better had they not simply eliminated the entire conflict with the brother/sister retcon of Luke and Leia. Ironically, although the move ended up influencing the series on a very structural level, the Han/Leia romance plot device was inserted to reinstate Han into the main drama, as Lucas' more low-budget sequel ideas hadn't required any recurring characters besides Luke and Leia – or robots and villains in armor.

Oh yeah - in the famous cantina scene with Greedo, Jabba's collector, Han shot first. **(Str8)**

HAN SOLO — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	3	4	4	1	1	2

EQUIPMENT

Communicator: Communication 3 • *6 points*
Blaster: Ranged Damage 10 • *20 points*

ADVANTAGES

Agile Feint, Connected, Defensive Roll 2, Equipment 17, Fearless, Improved Initiative, Luck, Ranged Attack (Blaster) 7, Skill Mastery (Spacecraft Mechanics)

SKILLS

Athletics 7 (+9), Close Combat: Unarmed 3 (+7), Deception 7 (+8), Expertise (Military Tactics) 5 (+6), Insight 2 (+4), Perception 6 (+7), Persuasion 5 (+7), Stealth 5 (+8), Technology 8 (+12), Vehicles 8 (+11)

OFFENSE

INITIATIVE +6

Blaster +10	Ranged, Damage 10
Unarmed +7	Close Damage 2

DEFENSE

DODGE	10	**FORTITUDE**	3
PARRY	10	**TOUGHNESS**	6/3*
WILL	6	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	40	**SKILLS**	28
POWERS	0	**DEFENSES**	24
ADVANTAGES	33	**TOTAL**	125

COMPLICATIONS

Enemies: Darth Vader, Jabba the Hut
Price On His Head: Han owes Jabba the Hut enough to have every bounty hunter in the galaxy on his tail.
Obsession: The Millennium Falcon. Han gains +4 for his pilot skill (or any other relevant skill) when flying the Millennium Falcon.
Relationships: Han is the partner of Chewbacca the Wookie, and his circle of contacts include Luke Skywalker, Princess Leia and the Rebel Alliance.

MILLENNIUM FALCON: Equivalent to a Space Fighter (see the Gadgets & Gear chapter) **Speed** 14, **Energy Blast** 12, **Torpedoes** 12

CHEWBACCA — PL10 102 POINTS

Abilities: Str 8 **Sta** 7 **Agi** 2 **Dex** 3 **Fgt** 5 **Int** 1 **Awe** 0 **Pre** 1

Powers: Wookie Senses: Senses 2 (Low-Light Vision, Scent); **Thick Fur:** Immunity 2 (Cold)

Equipment: Laser Rifle: Ranged Damage 13

Advantages: Close Attack 3, Connected, Equipment 3, Fearless, Ranged Attack (Laser Rifle) 6

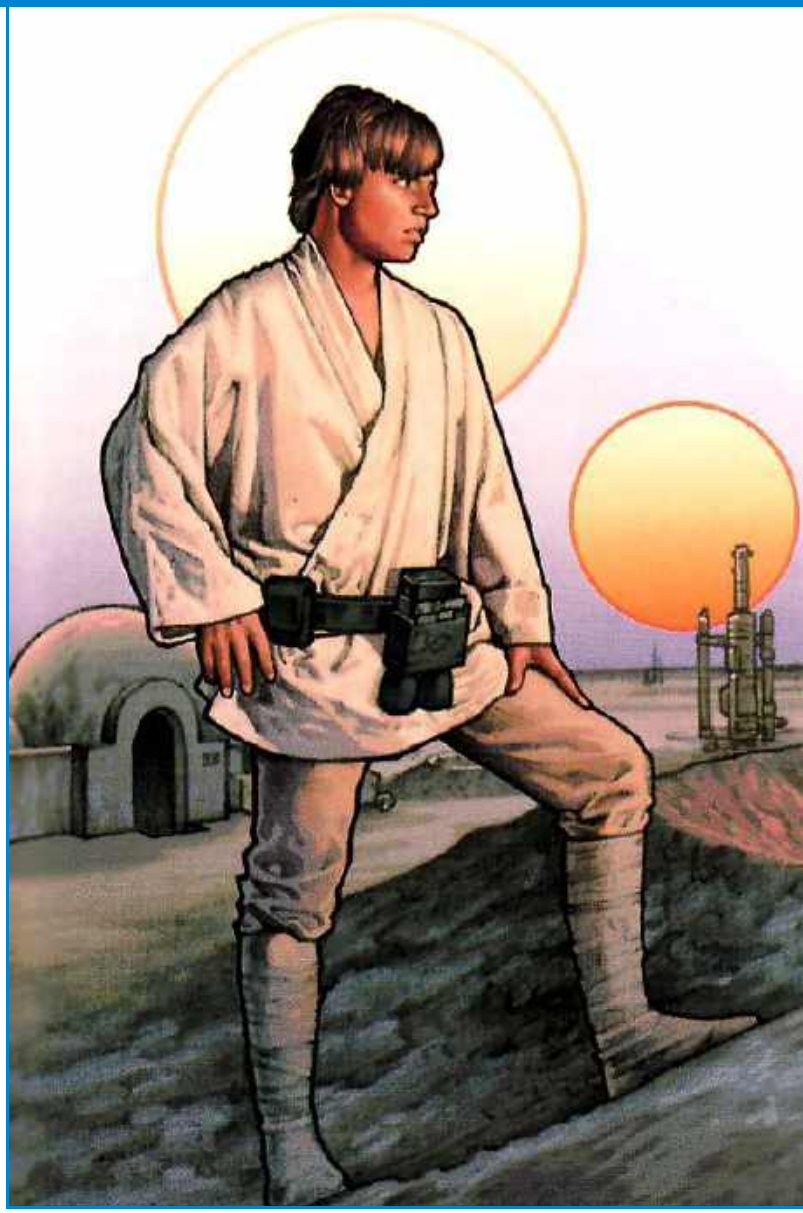
Skills: Athletics 6 (+14), Expertise (Spacecraft Mechanics) 8 (+9), Technology 8 (+9), Vehicles 8 (+10)

Offense: Initiative +6, Laser Rifle +7, Ranged, Damage 13 Unarmed 8, Close Damage 8

Defense: Dodge 8, Parry 8, Fortitude 10, Will 4, Tough 7

Totals: Abilities 54 + Powers 4 + Advantages 13 + Skills 15 + Defenses 16 = 102

Complications: Enemies: Darth Vader, Jabba the Hut; **Relationships:** Partner of Han Solo. His contacts include Luke Skywalker, Princess Leia and the Rebel Alliance.



LUKE SKYWALKER

Luke Skywalker, a twenty year-old farmboy, on the remote planet of Tatooine, yearning for a life of adventure, gets more than he bargained for with the arrival of two 'droids, R2-D2, and C-3PO, bearing a cryptic message from the kidnapped Princess Leia, propelling him into the middle of a interstellar war against the evil Galactic Empire.

As the forces of the Empire descend upon them, in search of information possessed by the two 'droids, Luke's entire family is killed, and the young man sets off after the kidnapped Princess on a perilous rescue mission with the aged Jedi Knight, Obi Wan Kenobi. Discovering his heritage to a powerful Jedi line, and learning of the 'betrayal and murder' of his own father,Luke agrees to learn the ways of the mysterious Force and become a Jedi like his father. **(Str8)**

LUKE SKYWALKER PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	5	5	7	2	12	8

POWERS

Force Sensitive: Danger Sense 2, Detect 2 (Limited to other Force-Wielders only), Precognition 2 • *14 points*
Jedi Mind Trick: Mind Control 3 (Limited to those of lower INT than Luke) • *12 points*
Leaping: Leaping 3 (60 feet) • *3 points*
Lightsaber: Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable (-4 points) • *8 points*
Telekinesis: Choke (Affliction 4), Force Blast (Ranged Damage 5), Perception Range Move Object 5 • *19 points*
Using the Force: Enhanced Advantages (Improved Defense, Ultimate Effort (Aim, Dodge/Parry) • *3 points*

ADVANTAGES

Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 6, Takedown, Ultimate Effort (Aim, Dodge/Parry)

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Lightsaber 5 (+12), Close Combat: Unarmed 3 (+10), Expertise: Jedi Lore 4 (+6), Insight 2 (+14), Perception 2 (+14), Persuasion 2 (+10), Stealth 3 (+8), Technology 8 (+12), Vehicles 11 (+16)

OFFENSE

INITIATIVE +5

Blaster +10	Ranged, Damage 10
Force Blast +10	Ranged, Damage 5
Force Choke	Perception Range, Affliction 4
Lightsaber +12	Damage 10 (Penetrating) Crit. 18-20
Unarmed +8	Close Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	7
PARRY	12	**TOUGHNESS**	6/3*
WILL	12	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	87	**SKILLS**	28
POWERS	61	**DEFENSES**	18
ADVANTAGES	18	**TOTAL**	212

COMPLICATIONS

Enemy: Darth Vader
Relationships: Luke's circle of allies and friends include, Han Solo and Chewbacca, R2-D2 and C-3PO, his mentors Obi Wan Kenobi and Yoda, and particularly Princess Leia.
Skywalker Legacy: As part of the Skywalker clan, Luke my utilize the Second Chance Advantage at the GM's discretion.

SIBLING ISSUES – WORST RETCON EVER?

Purists may note that this write-up takes certain creative license in Luke's relationship categories. This is because this is Luke Skywalker as he should have been – still the Jedi that he became, but also the iconic character as he was introduced – before the ridiculous brother/sister plot-twist with Princess Leia - which still I refuse to recognize after 25 –plus years. Come on, George – Luke was a GUY! He got in the fight in the first place because he thought Leia looked pretty damn good in that hologram (and then there was that gaping stare in the 'aren't you a little short for a Storm-Trooper' scene; Or "What do you think of her, Han?" "I try not to, kid," "Good."). As one of the generation who grew up with Star Wars, I could have handled the 'Luke, I am your Father' bit, but we were all just the right age to have all our adolescent Princess Leia fantasies turned into some sort of deviant incest fetish right before our eyes – in fact, less than ten minutes after Leia did her big appearance in her iconic metal bikini.

So, poof, Luke's primary motivation is retconned away. An awkwardly forced plot-twist, made worse by Obi Wan's feeble "It was true from a certain point of view," excuse. Really, wouldn't it have been better to simply say, "Luke, we lied to you – we didn't want you to know." And dispensing with the sister-twist, Luke's relationship with Leia would have retroactively provided even more concern for Obi Wan and Yoda – especially if Leia was to be the 'other'– since it was Anakin's relationship with Padme – breaking the code of the Jedi – that enabled his final conversion to Darth Vader. It would have also provided better cause for Luke's outrage at Vader's threat to Leia, as Lucas' formulated script reached the climactic duel in Return of the Jedi

Of course, we now have three prequels reinforcing this painful plot twist (and no George, you didn't write it that way from the beginning – I read the original script – Luke and Leia were treated as a love interest – and certainly not twins, as they were different ages). I suppose that, since it was Luke's last cinematic appearance, the dissolution of his character matters less. But this is how I remember Luke Skywalker – the 'Splinter of the Mind's Eye' generation's Luke – a love-struck youth, courting his Princess, becoming a Jedi Knight and a revolutionary hero, almost as a secondary consequence. Okay, end of rant.

OBI WAN KENOBI

Obi Wan Kenobi, once a respected name in the galaxy, a Jedi Master of high-regard, is now old 'Ben' Kenobi – an outlaw living in the Tatooine mountains. The shabby old desert rat was, before the rise of the sinister Galactic Empire, one of the greatest warriors of the Old Republic. Even now in his old age, his mastery of the mysterious 'Force' - the energy that binds all living things together - still makes him a threat to the sovereignty of the Empire. When Luke Skywalker searches him out, Obi Wan resumes his struggle against the Empire, and particularly against his former pupil, Darth Vader. He convinces Luke to join him, telling Luke how Vader 'betrayed and murdered' his father. Although Ben is eventually struck down by Vader, his spirit returns to guide Luke in times of danger. In fact, Obi Wan is one of the only human characters, besides Vader himself, to appear in all six films in the series. **(Str6)**

OBI WAN KENOBI — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	5	5	9	2	10	8

POWERS

Force Sensitive: Danger Sense 2, Detect 2 (Limited to other Force-Wielders only), Precognition 2 • *14 points*
Jedi Mind Trick: Mind Control 2 (Limited to those of lower INT than Maul) • *8 points*
Leaping: Leaping 3 (60 feet) • *3 points*
Lightsaber: Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable (-4 points) • *8 points*
Telekinesis: Choke (Affliction 3), Force Blast (Ranged Damage 3), Perception Range Move Object 3 • *12 points*
Using the Force: Enhanced Advantages: Improved Defense, Ultimate Effort (Aim, Dodge/Parry) • *3 points*

ADVANTAGES

Agile Feint, Assessment, Defensive Attack, Defensive Roll 3,, Improved Defense, Power Attack, Quick Draw, Ranged Attack 6, Takedown, Ultimate Effort (Aim, Dodge/Parry)

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Lightsaber 3 (+12), Close Combat: Unarmed 1 (+10), Expertise: Jedi Lore 4 (+6), Insight 2 (+12), Perception 2 (+12), Persuasion 2 (+10), Stealth 2 (+7), Technology 8 (+12), Vehicles 6 (+11)

OFFENSE

INITIATIVE +5

Force Blast +10	Ranged, Damage 3
Force Choke	Perception Range, Affliction 4
Lightsaber +12	Damage 10 (Penetrating) Crit. 18-20
Unarmed +10	Close Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	7
PARRY	12	**TOUGHNESS**	6/3*
WILL	10	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	87	**SKILLS**	23
POWERS	61	**DEFENSES**	16
ADVANTAGES	18	**TOTAL**	195

COMPLICATIONS

'Ben' Kenobi: As 'Old Ben' Obi Wan's STR, STA, AGI are all reduced by 2 ranks, and this TOU to 5/2*

Enemy: Darth Maul, Count Dooku, General Grievous

Relationships: Qui-Gon Jinn, Anakin Skywalker, Yoda, Mace Windu and the Jedi Council. Shorty before his death (and after) his contacts were Luke Skywalker and his allies.

PRINCESS LEIA

Princess Leia, the very young, fiery tempered senator from the planet Alderaan, has been using her political position to secretly gather information against the Empire – most particularly concerning the Emperor's plans to build the giant planet-destroying battle station, the Death Star.

The strong-willed, intelligent Princess has been a unifying force in bringing about the rebellion against the oppression of the powerful Galactic Empire. Captured by Vader and the evil Governor Grand Moff Tarkin, Princess Leia refuses under torture to give up the location of the Rebel Base to the Empire, and is forced to watch as her own home planet is destroyed.

Leia's most important contribution to the rebellion, however, is bringng Luke Skywalker - who is dazzled by the Prinxss' beuity - into the her cause, sealing the fate of the Galactic Empire. (**Str5)**

PRINCESS LEIA — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	2	2	3	3	2	3	3

EQUIPMENT

Blaster: Ranged Damage 10 • *20 points*

ADVANTAGES

Agile Feint, Attractive, Benefit 3 [Status (Princess), Connected, Defensive Roll 3, Equipment 4, Fearless, Ranged Attack: Blaster 6

SKILLS

Acrobatics 8 (+10), Athletics 8 (+8), Close Combat: Unarmed 3 (+6), Expertise: Politician 4 (+6), Insight 2 (+5), Perception 2 (+5), Persuasion 2 (+5), Stealth 2 (+4), Technology 8 (+10), Vehicles 3 (+5)

OFFENSE

INITIATIVE +2

Blaster +9	Ranged, Damage 10
Unarmed +5	Close Damage 2

DEFENSE

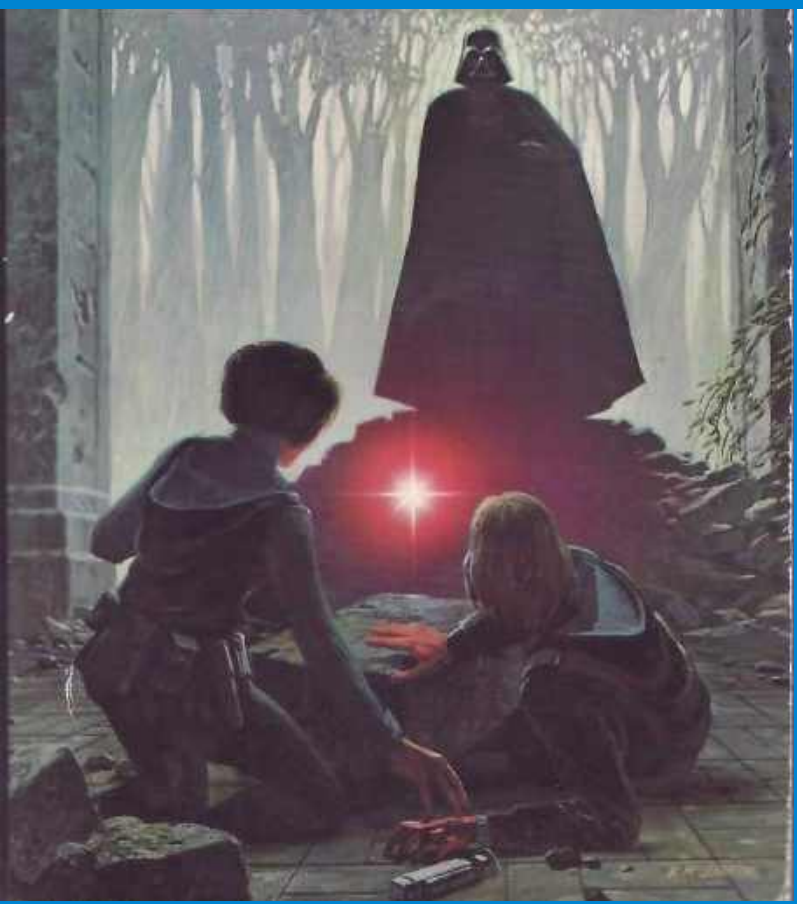
DODGE	6	**FORTITUDE**	3
PARRY	5	**TOUGHNESS**	5/2*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	36	**SKILLS**	21
POWERS	0	**DEFENSES**	12
ADVANTAGES	15	**TOTAL**	84

COMPLICATIONS

Allies: Leia's circle of allies and friends include, Luke Skywalker, Han Solo and Chewbacca, R2-D2 and C-3PO
Enemy: Darth Vader
Flashbacks: Leia's torture at the hands of Darth Vader and the subsequent destruction of her home planet, Alderaan, have resulted in traumatic flashbacks that can sometimes crack through her normal tough façade and cause hysterics.



SPLINTER OF THE MIND'S EYE

This version of Leia is how she was presented in the first sequel to Star Wars – the novel 'Splinter of the Mind's Eye' by Alan Dean Foster, who was commissioned by Lucas to write a sequel to Star Wars. This was, however, before the true magnitude of the first movie's success became apparent. Anticipating a low-budget sequel, Foster only brought back two human characters (with the 'droids and Vader being armored or robotic characters that could potentially be played by anyone), and set on a swamp planet (providing a foggy background that wouldn't call for expensive sets). Once the success of Star Wars proved enough to justify a more elaborate sequel, Lucas was able to bring back the full cast – bringing Han Solo back into the loop by creating the infamous love triangle with Leia and Luke that eventually ended in the unfortunate brother/sister retcon (more on THAT debacle in the Luke Skywalker entry). But Foster's novel was popular, and despite Lucas' general jettisoning of the story, certain elements were retained – the swamp planet became Degabah, the climactic fight with Darth Vader, the primitives that defeat the Storm Troopers. 'Splinter of the Mind's Eye' is still considered canon within the official licensed Star Wars universe, but the love interest between Luke and Leia is, for obvious reasons, played down.

In any case, this is Leia as she was at the beginning – before any ridiculous sibling plot devices – when she and Luke were a love interest – and really as she was presented for the majority of the original series.

R2-D2 AND C-3PO

R2-D2 (Artoo Detoo) is a meter-high, cylindrical robot whose face is a mass of computer lights surrounding a single radar eye. A sophisticated computer repair and information retrieval robot, Artoo can only speak in a series of electronic sounds. Brave and feisty by nature, Artoo has been a long-standing ally to the Jedi Knights, and a long-time companion to C-3PO. **(Str10)**

R2-D2 — PL3 87 POINTS

Abilities: Str 3 **Sta** - **Agi** -2 **Dex** 2 **Fgt** 2 **Int** 8 **Awe** 1 **Pre** -

Powers: Computer Interface: Computer Communication 2 (Limited: requires plug-in interface); **Cutting Laser:** Ranged Damage 3; **Robotic Body:** Protection 5, Impervious Toughness 9; **Robot:** Immunity 30 (Fortitude); Sensors & Diagnostic Systems: Sensors 8 (distance sense, time sense, analytical vision, extended vision, dark vision, infrared vision)

Advantages: Diehard, Eidetic Memory, Skill Mastery (Computer Programming/Repair), Tracking

Skills: Expertise ((Computer Systems) 12 (+20), Expertise (Repair) 12 (+20), Technology 12 (+20), Vehicles 4 (+4)

Offense: Initiative –2, Cutting Laser +2, Ranged Damage 1, Unarmed +2, Close Damage 3

Defense: Dodge 0, Parry 2, Fortitude Immune, Will Immune, Toughness 5

Totals: Abilities 0 + Powers 63 + Advantages 4 + Skills 20 + Defenses 0 = 87

C-3PO (See Threepio) is a tall robot with a gleaming gold metallic surface. As a human-cyborg relations specialist, he translates thousands of Galactic languages, including the electronic tongues spoken by many robots. His foppish, timid nature is a direct contrast to his confident companion Artoo Detoo, and he is only reluctantly drawn into any sort of peril. **(Str10)**

C-3PO — PL3 76 POINTS

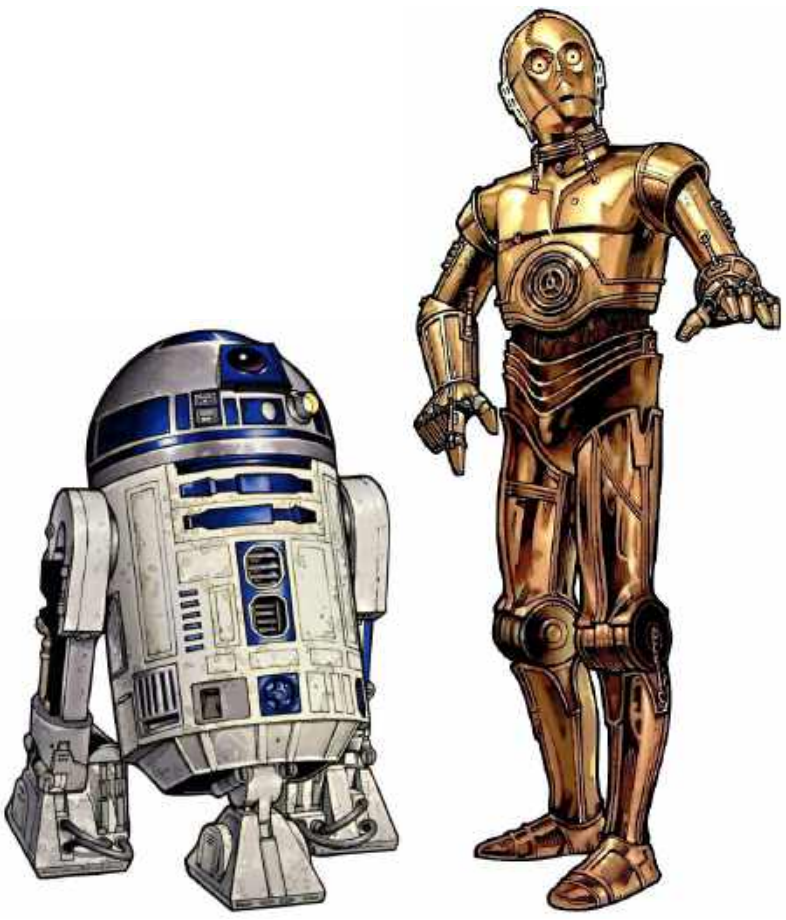
Abilities: Str 3 **Sta** - **Agi** -1 **Dex** 2 **Fgt** 2 **Int** 11 **Awe** 0 **Pre**-

Powers: Language Banks: Enhanced Advantage 20 (Languages); **Robotic Body:** Protection 5, Impervious Toughness 9; **Robot:** Immunity 30 (Fortitude); Sensors & Diagnostic Systems: Sensors 6 (distance sense, time sense, analytical vision, extended vision, dark vision, infrared vision

Advantages: Diehard, Eidetic Memory, Skill Mastery (Languages), Skill Mastery (Protocol), Tracking

Skills: Expertise ((Languages) 18 (+29), Expertise (Protocol) 18 (+29), Expertise (Science) 11 (+22), Technology 12 (+20)

Offense: Initiative -1, Unarmed 2, Close Damage 3



Defense: Dodge 0, Parry 2, Fortitude Immune, Will Immune, Toughness 5

Totals: Abilities 0 + Powers 41 + Advantages 6 + Skills 30 + Defenses 0 = 76

ALLIES AND ENEMIES

Boba Fett: Boba Fett was a villain introduced in the first sequel – one of the most legendary bounty hunters in the galaxy, hired by both the Empire and Jabba the Hut to capture Han Solo – an effort that succeeded, bronzing his reputation even more, and earning him a spot on Jabba's private cruiser… where he ended up getting eaten by the giant desert Sarlacc.

Governor Grand Moff Tarkin: Grand Moff Tarkin is the governor of the Imperial Outland regions. His insatiable political ambitions to become Emperor have driven him to use ruthless means to quell the rapidly growing rebellion. To this end, he has been given command of the Empire's ultimate weapon, the giant, planet-destroying battle station, the Death Star, and the Emperor has assigned Darth Vader to assist him.

Grand Moff Tarkin was killed at the very moment of the Empire's impending triumph, as he prepared the Death Star to destroy the rebel base on one of Yavin's moons, only to have the station destroyed by Luke Skywalker.

Jabba the Hut: A giant slug-like creature (although simply humanoid in the original outtakes), Jabba is one of the most powerful underworld figures in the galaxy, with a bounty on Han Solo's head, due to the debt incurred when Solo dumped one of the Hut's shipments during a smuggling operation.

Jawas: Jawas are meter-high creatures who travel the wastes of Tatooine collecting and selling scrap, scurrying about in a rodent-like manner in rough–hewn cloaks, jabbering in low guttural croaks and hisses.

Lando Calrissian: Lando Calrissian (introduced in the first sequel, *The Empire Strikes Back*) was once owner of the Millennium Falcon (lost in a poker game). A former gambler, Lando had tried to go legit, overseeing the Cloud City of Yavin - an effort that ended when the Empire arrived looking for Han Solo, whereupon, Lando joined up with the rebellion.

Tusken Raiders: Tusken Raiders, or 'Sand-People' are large, strong creatures who pursue a nomadic existence in some of Tatooine's most desolate regions. Vicious desert bandits, they fear little and make sudden raids on local settlements. They are sub-human creatures who are not to be trifled with.

JEDI KNIGHTS

The **Jedi** are a monastic spiritual organization that study, serve and use a mystical power called the Force, and their traditional weapon is the lightsaber, which emits a controlled plasma flow in the shape of a sword. The Jedi serve and protect the Galactic Republic from conflict or governmental instability. As guardians of peace and justice in the galaxy, they mediate peace negotiations among planets and other factions and, if necessary, use their formidable fighting skills, agility and wisdom to quickly end unrest or neutralize dangerous individuals or threats.

The Jedi are governed by a Council consisting of twelve of the most wise and powerful members of the Jedi Order. They are bound to a code of ethics, morality, principles and justice. The Jedi are trained to use the Force through passive meditation, practicing selflessness, and commitment to justice, while rejecting passion, fear, anger and hate. Their way of life contrasts with their archenemies, the Sith, another monastic organization who use the dark side of the Force to achieve their goal of ruling the galaxy

The Jedi Temple is located in the capital planet of Coruscant. It is the official headquarters of the Jedi Order.

ANAKIN SKYWALKER

When the Jedi Master, Qui-Gon Jinn discovered young **Anakin Skywalker** living as a slave boy on Tatooine, he believed the boy had the potential to be the most powerful Force-user ever, and perhaps was even the Chosen One of an ancient Jedi prophecy, and vowed to train Anakin in the Jedi arts, and after Qui-Gon's death, Anakin was Apprenticed to Jinn's former apprentice, Obi-Wan Kenobi.

Despite his formidable abilities, however, the Jedi Council remained cautious of Anakin. The boy was haunted by his past, and as he grew, Anakin became headstrong and temperamental. And Despite the strict rules of the Jedi Code, he fell in love with and secretly married Senator Padmé Amidala.

It was his love for Amidala that tipped Anakin on the fateful road to the dark side of the Force – haunted by visions of her eminent death, Anakin was willing to go to any length to protect his wife, who by now as pregnant, as he was willing to listen to the wiles of the deadly Sith Lord, Darth Sidious, who had engendered Anakin's confidence in the guise of Chancellor Palpatine. Sidious manipulated Anakin, first into slaying Jedi-Master, Mace Windu, and swearing allegiance to the Sith. Upon his conversion to the dark side, it wound up being his own hand that killed his beloved Amidala, sealing his fate, and cementing his final transformation into Darth Vader. **(Str8)**

BASE: THE CAPITAL PLANET CARUSCANT
BEST-KNOWN MEMBERS: ANAKIN SKYWALKER, LUKE SKYWALKER, MACE WINDU, OBI-WAN KENOBI, QUI-GON JINN, YODA
BASE: JEDI TEMPLE
VEHICLES: VARIOUS LAND AND SPACECRAFT

ANAKIN SKYWALKER PL12 258 POINTS

Abilities: **Str** 2 **Sta** 2 **Agi** 5 **Dex** 5 **Fgt** 9 **Int** 2 **Awe** 15 **Pre** 8

Powers: Force Sensitive: Danger Sense 3, Detect 6 (Limited to other Force-Wielders only), Precognition 3 **Jedi Mind Trick:** Mind Control 6 (Limited to those of lower INT than Anakin); **Leaping:** Leaping 3 (60 feet); **Lightsaber:** Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable (-4 points); **Telekinesis:** Choke (Affliction 4), Force Blast (Ranged Damage 6), Perception Range Move Object 9; **Using the Force:** Enhanced Advantages (Improved Defense, Ultimate Effort (Aim, Dodge/Parry)

Advantages: Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 5, Takedown, Ultimate Effort (Aim, Dodge/Parry)

Skills: Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Lightsaber 4 (+13), Close Combat: Unarmed 3 (+12), Expertise: Jedi Lore 2 (+8), Insight 4 (+19), Intimidation 8 (+16), Perception 4 (+19), Persuasion 2 (+10), Stealth 4 (+9), Technology 8 (+12), Vehicles 11 (+16)

Offense: Initiative +5, Force Blast +9, Ranged, Damage 6, Force Choke, Perception Range, Affliction 4, Lightsaber +13, Damage 10 (Penetrating) Crit. 18-20, Unarmed +12, Close Damage 2

Defense: Dodge 14, Parry 14, Fortitude 7, Will 12, Toughness 6/3* Without Defensive roll bonus

Totals: Abilities 95 + Powers 92 + Advantages 17 + Skills 33 + Defenses +19 = 258

Complications: **Enemy:** Count Dooku, General Grievous; **Relationships:** Anakin is close to R2-D2 and C-3PO, his mentors Obi Wan Kenobi and Yoda, and particularly Padme Amadala. He is also mentored by Chancellor Palpatine. **Skywalker Legacy:** As the 'chosen one', Anakin my utilize the Second Chance Advantage at the GM's discretion.

The Chosen One: Anakin Skywalker was prophesized to be the one who would 'bring balance to the Force', and generally considered the most powerful Force-wielder ever known, potentially far more powerful even than Yoda or Emperor Palpatine. He never developed these abilities fully – he was still young when he fell to the Dark Side, suffering the injuries that transformed him into Darth Vader – diminishing his abilities to an estimated 75 of his original potential. The Jedi-prophecy was eventually fulfilled, albeit not before the deaths of billions. But in the end, it was indeed Anakin Skywalker who finally slew the Emperor, insuring the final victory of the Jedi and the fall of the Sith, restoring balance to the Force.

MACE WINDU

A grim Jedi Master with a purple-bladed lightsaber, **Mace Windu** was second-highest ranking member of Jedi Order. Windu had little tolerance for the failings of the Senate, arguments of politicians or the opinions of rebellious Jedi. He was also more prone to aggression,

cresting the edge of the dark side. It was his decision to kill the Emperor that caused Anakin Skywalker to draw his own saber against him, killing Windu and prompting Anakin's transformation into Darth Vader. **(Str9)**

MACE WINDU PL13 260 POINTS

Abilities: Str 3 **Sta** 3 **Agi** 5 **Dex** 5 **Fgt** 12 **Int** 2 **Awe** 10 **Pre** 8

Powers: Force Sensitive: Danger Sense 3, Detect 6 (Limited to other Force-Wielders only), Precognition 3 **Jedi Mind Trick:** Mind Control 8 (Limited to those of lower INT than Windu); **Leaping:** Leaping 3 (60 feet); **Lightsaber:** Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable; **Telekinesis:** Choke (Affliction 4), Force Blast (Ranged Damage 7), Perception Range Move Object 10; **Using the Force:** Enhanced Advantages (Improved Defense, Ultimate Effort (Aim, Dodge/Parry)

Advantages: Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 5, Takedown, Ultimate Effort (Aim, Dodge/Parry)

Skills: Acrobatics 8 (+13), Athletics 8 (+11), Close Combat: Lightsaber 3 (+15), Close Combat: Unarmed 1 (+13), Expertise: Jedi Lore 8 (+10), Insight 8 (+18), Perception 6 (+16), Persuasion 4 (+14), Stealth 6 (+11), Technology 8 (+12), Vehicles 6 (+11)

Offense: Initiative +5, Force Blast +10, Ranged, Damage 7, Force Choke, Perception Range, Affliction 4, Lightsaber +15, Damage 10 (Penetrating) Crit. 18-20, Unarmed +13, Close Damage 3

Defense: Dodge 14, Parry 12, Fortitude 7, Will 10, Toughness 6/3* Without Defensive roll bonus

Totals: Abilities 95 + Powers 93 + Advantages 17 + Skills 33 + Defenses +19 = 290

Complications: **Enemy:** Count Dooku, General Grievous; **Relationships:** Jedi Council

OBI WAN KENOBI

Also known as the "Negotiator," **Obi-Wan Kenobi** kept a cool head in the thick of combat. Obi-Wan was never at a loss for a quick word of wisdom or humor. He served as a General in the Republic's army, with Clone Commander Cody often at his side.

For over a decade Obi-Wan guided young Anakin Skywalker on the path to Jedi Knighthood. Having to rein in the adventure-seeking youth made Obi-Wan wise -- and cynical -- beyond his years. True to his role, Obi-Wan recognized both Anakin's strengths and weaknesses, and it was this, combined with his quick-wits that allowed him to defeat his apprentice, when Anakin was initially converted to the Dark Side.

Following the tragedy of the Clone Wars, and the rise of the Galactic Empire, Obi-Wan was one of the few surviving Jedi. He hid on Tatooine, living in exile while keeping a watchful eye over Luke Skywalker, Anakin's son who was also strong in the Force. **(Str8)**

OBI WAN KENOBI — PL11 194 POINTS

Abilities: **Str** 2 **Sta** 2 **Agi** 5 **Dex** 5 **Fgt** 9 **Int** 2 **Awe** 10 **Pre** 8

Powers: **Force Sensitive:** Danger Sense 2, Detect 6 (Limited to other Force-Wielders only), Precognition 2 **Jedi Mind Trick:** Mind Control 2 (Limited to those of lower INT than Anakin); **Leaping:** Leaping 3 (60 feet); **Lightsaber:** Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable (-4 points); **Telekinesis:** Choke (Affliction 3), Force Blast (Ranged Damage 3), Perception Range Move Object 3; **Using the Force:** Enhanced Advantages (Improved Defense, Ultimate Effort (Aim, Dodge/Parry)

Advantages: Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 5, Takedown, Ultimate Effort (Aim, Dodge/Parry)

Skills: Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Lightsaber 3 (+12), Close Combat: Unarmed 1 (+10), Expertise: Jedi Lore 4 (+6), Insight 2 (+12), Perception 2 (+12), Persuasion 2 (+10), Stealth 2 (+7), Technology 8 (+12), Vehicles 6 (+11)

Offense: Initiative +6, Force Blast +10, Ranged, Damage 5, Force Choke, Perception Range, Affliction 3, Lightsaber +12, Damage 10 (Penetrating) Crit. 18-20, Unarmed +10, Close Damage 2

Defense: Dodge 14, Parry 12, Fortitude 7, Will 10, Toughness 6/3* Without Defensive roll bonus

Totals: Abilities 88 + Powers 50 + Advantages 17 + Skills 23 + Defenses +16 = 194

Complications: **Enemy:** Darth Maul, Count Dooku, General Grievous; **Relationships:** In his youth, Obi Wan's was close to his mentor, Qui-Gon Jinn, his Padawan, Anakin Sky-walker, along with Yoda, Mace Windu and the Jedi Council. After his exile, shortly before his death (as well as after) he had contacts with Anakin's son, Luke and his friends.

YODA

Grand Master of the Jedi Council, **Yoda** trained Jedi for over 800 years. He is wise in the ways of the Force, though his small size causes many to underestimate him. Yoda prefers meditation and reflection, spending his time pondering the mysteries of the Force. In his long life, he witnessed the decay of the Galactic Republic, and saw the Jedi Order transform from peacekeepers to battlefield commanders in the Clone Wars. Despite his pacifist nature, when needed, Yoda wields a lightsaber like a spinning, whirling dervish. A stern instructor, Yoda nonetheless has a mischievous sense of humor.

At the moment of the coup that destroyed the Jedi, Yoda engaged the Emperor in an epic battle of the two most experienced and powerful Force-wilders alive – a conflict which he ultimately lost. With the rise of the Emperor and Galactic Empire, Yoda fled into exile on the swamp-planet, Degabah, end awaited the arrival of a new Jedi to

rekindle a new hope in the galaxy.
This 'New Hope' eventually appeared – ironically in the person of Anakin Skywalker's own son, Luke. After the death of Obi-Wan Kenobi, who had taken Luke as his student, Yoda took over his training, teaching Luke the ways of the Force and preparing the young man for his final confrontation with his father – now Darth Vader - and the evil Emperor. Yoda died shortly after completing Luke's training. **(Str3)**

YODA PL14 199 POINTS

Abil: Str-2 **Sta** -2 **Agi** 5 **Dex** 5 **Fgt** 13 **Int** 4 **Awe** 13 **Pre** 12

Powers: Force Sensitive: Danger Sense 4, Detect 6 (Limited to other Force-Wielders only), Precognition 4 **Jedi Mind Trick:** Mind Control 10 (Limited to those of lower INT than Yoda); **Leaping:** Leaping 3 (60 feet); **Lightsaber:** Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable; **Telekinesis:** Choke (Affliction 5), Force Blast (Ranged Damage 8), Perception Range Move Object 13; **Using the Force:** Enhanced Advantages (Improved Defense, Ultimate Effort (Aim, Dodge/Parry)

Advantages: Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 5, Takedown, Ultimate Effort (Aim, Dodge/Parry)

Skills: Acrobatics 7 (+12), Athletics 6 (+4), Close Combat: Lightsaber 5 (+18), Close Combat: Unarmed 2 (+15), Expertise: Jedi Lore 10 (+14), Insight 10 (+23), Intimidation 8 (+18), Perception 10 (+23), Persuasion 2 (+14), Stealth 4 (+16), Technology 8 (+12), Vehicles 6 (+11)

Offense: Initiative +5, Force Blast +10, Ranged, Damage 8, Force Choke, Perception Range, Affliction 5, Lightsaber +18, Damage 10 (Penetrating) Crit. 18-20, Unarmed +15, Close Damage -2

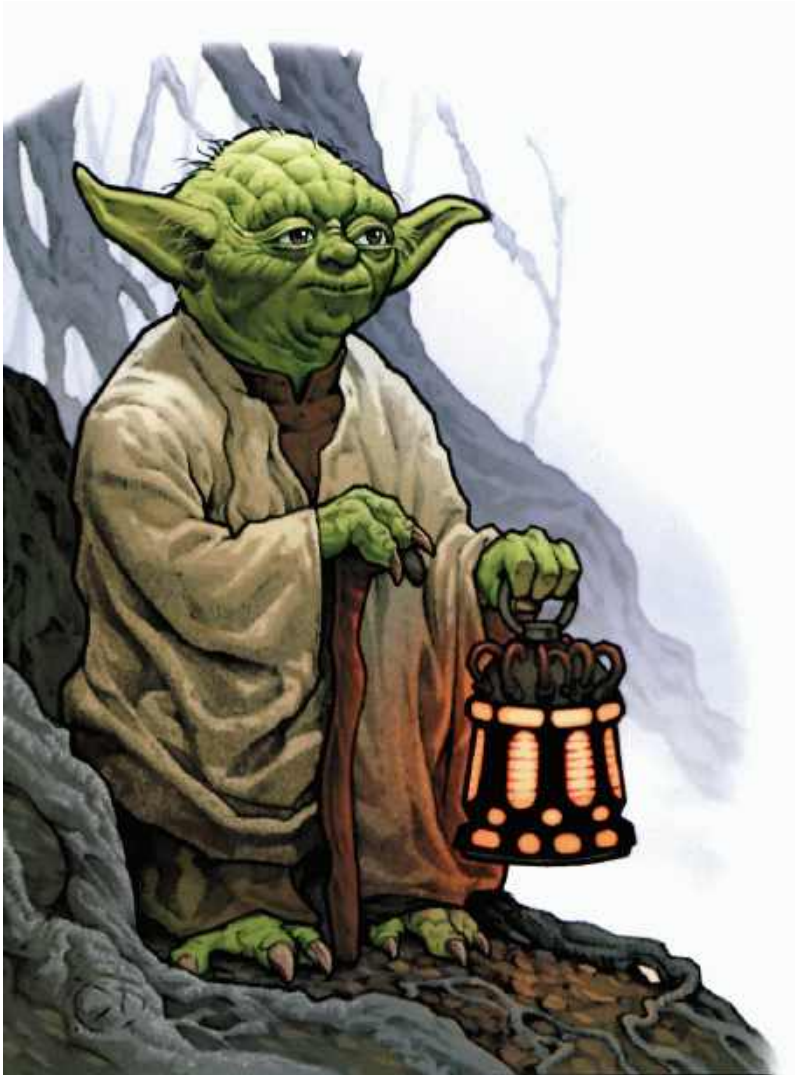
Defense: Dodge 16, Parry 14, Fortitude 1, Will 13, Toughness 4/0* Without Defensive roll bonus

Totals: Abilities 96 + Powers 132 + Advantages 17 + Skills 39 + Defenses +15 = 199

Complications: **Enemy:** The Sith, Emperor Palpatine, Count Dooku, General Grievous; **Relationships:** Yoda's relationships are mostly within the Jedi community, particularly Obi Wan Kenobi, Mace Windu, and later, Luke Skywalker. He is also on good terms with the Wookies.

QUI-GON JINN

Qui-Gon Jinn: Qui-Gon Jinn was a powerful Jedi, known to be somewhat of a rebel among the elite Jedi Council. It was he and his Padawan learner, Obi-Wan Kenobi that discovered the force-sensitive youth, Anakin Skywalker living as a slave on the planet Tatooine. Realizing that the boy had potential beyond any other Jedi ever known, Qui-Gon brought young Anakin before the Jedi Council, believing him to be the 'Chosen One' of ancient Jedi



legend. And when the Council ruled against Anakin's training, Qui-Gon pledged to train the boy himself, relinquishing his current apprentice, Obi-Wan (declaring him adequately trained). Unfortunately, Qui-Gon and Obi-Wan were subsequently drawn into a duel with the Sith Lord, Darth Maul – apprentice of the shadowy Darth Sidious, and Qui-Gon was slain. After dispatching Darth Maul himself, Obi-Wan promised his dying master that he would continue the training of Anakin Skywalker.
Qui-Gon's story was not over, however; his spirit discovered a way to communicate with the living world through the Force, continuing to monitor the training of Anakin – watching aghast as the young Jedi's anger began to consume him, leading him inexorably on a path to the Dark Side of the Force. But with the fall of the Jedi after the Clone Wars, and the conversion of Anakin Skywalker to Darth Vader, Qui-Gon made contact with Yoda, showing him how to appear as a shade to the living. Yoda trained Obi-Wan in these methods, allowing him to guide Anakin's son, Luke, after Obi-Wan was himself slain by Darth Vader.

SITH LORDS

Sith Lords or **Dark Lords of the Sith**, are the archenemies of the Jedi and, are likewise, manipulators of the Force. However, the Sith have embraced the Dark Side. Traditionally Sith Lords use the title 'Darth' before their Sith name, and like the Jedi, themselves, their main weapon is the lightsaber. In modern times, Sith Lords only exist two at a time - a master and an apprentice.

The Sith were created two thousand years before the birth of Luke Skywalker with a rogue Jedi who believed that the true power of the Force lay in its Dark Side, and that denial of power was a waste. With the Jedi Council of the time disapproving of such beliefs, the dissident Jedi left the order, swearing vengeance against them.

Although alone at the beginning, this rogue Jedi soon gained many followers – including other Jedi who agreed with his views and beliefs.

However, the greed and hunger for power from its members, inherent in embrace of the Dark Side of the Force, was so great that the Sith order destroyed itself from the inside. Weakened by infighting, the Sith were easily wiped out by the Jedi. Still, in the midst of destruction, one member was able to survive, a Sith Lord named Darth Bane.

Learning from the order's past mistakes, Darth Bane was the one responsible for the modern restructuring the Sith so that there could only exist two members at a time: a master and an apprentice. Bane also adopted cunning, subterfuge, and stealth as fundamental tenets of the Sith order.

Centuries later, a Sith Master named Darth Sidious, known publicly as Senator Palpatine, carefully planned a scheme to exact revenge against the Jedi and restore the Sith's control over the galaxy.

Through manipulation and guile, Darth Siddious set into motion events that led to the Clone Wars, the destruction of the Jedi Order, and the transformation of the Galactic Republic into the Galactic Empire. However, the Sith were not completely victorious; Darth Vader, the last apprentice of Darth Sidious, was redeemed by Luke Skywalker, a Jedi Knight and son of Anakin Skywalker, making him destroy his master, and with him, the Sith order itself.

COUNT DOOKU

Following the death of Darth Maul, Lord Sidious turned to the Jedi Master, **Count Dooku** as his new apprentice. Dooku was a powerful but disgruntled and ambitious Jedi, and Sidious was easily able to recruit him and turn him to the Dark Side.

Dooku took the tile of 'Darth Tyranus', and shortly after joining with Sidious, he was informed by his new lead an army down to Earth to conquer its peoples and force them to worship the Olympians.

Master of the secret clone army ordered by Jedi Master Sifo-Dyas on the planet Kamino from the Jedi Archives. Tyranus also secretly funded the clone army

During the battle, on the planet of Geonosis, Tyranus was confronted by the Jedi Obi-Wan Kenobi and Anakin Skywalker, demonstrating formidable saber-skills by defeating both Jedi, cutting off Anakin's arm during the battle. Dooku was, however forced into retreat by the intervention of Yoda.

BASE: MOBILE
KNOWN MEMBERS: COUNT DOOKU (DARTH TYRANUS), DARTH BANE, DARTH MAUL, DARTH VADER, EMPEROR PALPATINE (DARTH SIDIOUS)
HEADQUARTERS: VARIABLE
VEHICLES: VARIABLE

COUNT DOOKU PL12 250 POINTS

Abil: Str 1 **Sta** 3 **Agi** 2 **Dex** 2 **Fgt** 10 **Int** 4 **Awe** 10 **Pre** 8

Powers: Force Sensitive: Danger Sense 2, Detect 6 (Limited to other Force-Wielders only), Precognition 3; **Jedi Mind Trick:** Mind Control 2 (Limited to those of lower INT than Dooku)*;* **Leaping:** Leaping 3 (60 feet); **Lightsaber:** Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable); **Sith Lightning:** Ranged Damage 6; **Telekinesis:** Choke (Affliction 4), Force Blast (Ranged Damage 6), Perception Range Move Object 9; **Using the Force:** Enhanced Advantages (Improved Defense, Ultimate Effort (Aim, Dodge/Parry)

Advantages: Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 5, Takedown, Ultimate Effort (Aim, Dodge/Parry)

Skills: Acrobatics 8 (+10), Athletics 6 (+7), Close Combat: Lightsaber 3 (+13), Expertise: Sith Lore 11 (+12), Insight 6 (+16), Intimidation 10 (+18), Perception 4 (+14), Persuasion 2 (+10), Ranged Attack: Sith Lighting 8 (+10), Stealth 6 (+8), Technology 8 (+12), Vehicles 6 (+8)

Offense: Initiative +6, Force Blast +10, Ranged, Damage 9, Force Choke, Perception Range, Affliction 4, Lightsaber +13, Damage 10 (Penetrating) Crit. 18-20, Sith Lightning +10, Ranged, Damage 9, Unarmed +10, Close Damage 1

Defense: Dodge 12, Parry 14, Fortitude 6, Will 12, Toughness 6/3 Without Defensive roll bonus

Totals: Abilities 80 + Powers 87 + Advantages 25 + Skills 39 + Defenses 19 = 250

Complications: Enemy: Yoda, The Jedi; **Relationships:** Count Dooku, or Darth Tyranus, was the apprentice of Darth Sidious, (who eventually became the Emperor). Acting as such, he was aligned with General Grievous.

Count Dooku was eventually killed, however, as part of Darth Sidious' plan to recruit Anakin Skywalker as his new Apprentice. Luring Skywalker and Obi Wan to his ship with the 'kidnapping' of Chancellor Palpatine – in actuality, the Sith Lord, Darth Sidious himself – Dooku was defeated and disarmed by the powerful young Anakin.

Count Dooku, however, was dumbstruck when Palpatine prompted Anakin to kill him in cold blood – which Anakin promptly did, cutting the Sith Lord's head off.

Cast callously, and dismissively aside, Count Dooku had been reduced to just another part of Sidious' plan for pushing Anakin to the Dark Side, and asserting his own dominance over the galaxy. **(Str6)**

DARTH MAUL PL13 231 POINTS

Abil: Str 7 **Sta** 7 **Agi** 7 **Dex** 7 **Fgt** 13 **Int** 2 **Awe** 10 **Pre** 4

Powers: Force Sensitive: Danger Sense 2, Detect 6 (Limited to other Force-Wielders only), Precognition 2; **Jedi Mind Trick:** Mind Control 2 (Limited to those of lower INT than Maul))*;* **Leaping:** Leaping 3 (60 feet); **Lightsaber:** Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable; **Telekinesis:** Choke (Affliction 3), Force Blast (Ranged Damage 3), Perception Range Move Object 3; **Using the Force:** Enhanced Advantages (Improved Defense, Ultimate Effort (Aim, Dodge/Parry)

Advantages: Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 5, Takedown, Ultimate Effort (Aim, Dodge/Parry)

Skills: Acrobatics 10 (+17), Athletics 10 (+17), Close Combat: Lightsaber 3 (+16), Close Combat: Unarmed 1 (+14), Expertise: Sith Lore 2 (+4), Insight 4 (+14), Intimidation 10 (+14), Perception 2 (+12), Persuasion 2 (+6), Stealth 4 (+11), Technology 8 (+10), Vehicles 6 (+13)

Offense: Initiative +10, Force Blast +12, Ranged, Damage 3, Force Choke, Perception Range, Affliction 3, Lightsaber +16, Damage 10 (Penetrating) Crit. 18-20, Unarmed +14, Close Damage 7

Defense: Dodge 14, Parry 14, Fortitude 10, Will 9, Toughness 8/5* Without Defensive roll bonus

Totals: Abilities 114 + Powers 58 + Advantages 17 + Skills 31 + Defenses 11 = 231

Complications: Enemy: The Jedi; Relationships: Darth Maul's primary relationship was with his mentor, Darth Sidious. Star Wars Trivia: Darth Maul was briefly resurrected through Sith sorcery in order to battle Darth Vader – an effort by Sith followers to provide Emperor Palpatine with what they perceived as a superior apprentice. Unfortunately for their plans, Darth Vader slew Darth Maul.

DARTH MAUL

Darth Maul was a weapon forged for one purpose only – the destruction of the Jedi. Maul's master, Darth Sidious, held no sentimental illusions about his apprentice – he was an instrument, and upon Maul's death, Sidious cast him aside like a broken blade, quickly finding a replacement with Count Dooku.

Darth Sidious took Maul from his home planet, Irdonia, as an infant, before the force-sensitive child was discovered by the Jedi. Sidious was a cruel teacher – Maul endured ever more brutal physical training, with terrifying psychological indoctrination. In particular, Maul pushed himself to become the best saber-fighter possible, employing the dangerous, double-bladed lightsaber. Maul's skills grew so that his heart burned with anticipation when his master finally ordered him to hunt down two Jedi – Qui Gon Jinn, and Obi Wan Kenobi. After a brief, but savage skirmish on the planet Tatooine, Maul tracked the pair down on the planet Naboo. Demonstrating incredible skill, Maul easily engaged both Jedi, and slew Qui-Gon. However, Maul fatally underestimated the Master Jedi's own apprentice, Obi-Wan, who managed to cut the Sith Lord in half with a telekinetic saber-strike from behind. The death of Maul turned Darth Sidious' attention to the young Anakin Skywalker. **(Str25)**

EMPEROR — PL14 333 POINTS

Abil: Str 1 **Sta** 2 **Agi** 5 **Dex** 5 **Fgt** 10 **Int** 3 **Awe** 13 **Pre** 8

Powers: Force Sensitive: Danger Sense 4, Detect 6 (Limited to other Force-Wielders only), Precognition 4; **Jedi Mind Trick:** Mind Control 10 (Limited to those of lower INT than the Emperor); **Leaping:** Leaping 3 (60 feet); **Lightsaber:** Damage: 10 (DC 20; Penetrating 10), Improved Critical 2, Easily Removable; **Sith Lightning:** Ranged Damage 10; **Telekinesis:** Choke (Affliction 4), Force Blast (Ranged Damage 8), Perception Range Move Object 13; **Using the Force:** Enhanced Advantages (Improved Defense, Ultimate Effort (Aim, Dodge/Parry)

Advantages: Agile Feint, Assessment, Defensive Attack, Defensive Roll 3, Improved Defense, Power Attack, Quick Draw, Ranged Attack 5, Takedown, Ultimate Effort (Aim, Dodge/Parry

Skills: Acrobatics 7 (+12), Athletics 6 (+4), Close Combat: Lightsaber 7 (+17), Expertise: Sith Lore 12 (+15), Insight 10 (+23), Intimidation 10 (+18), Perception 10 (+23), Persuasion 8 (+16), Stealth 4 (+10), Technology 8 (+11), Vehicles 6 (+11)

Offense: Initiative +6, Force Blast +10, Ranged, Damage 8, Force Choke, Perception Range, Affliction 4, Lightsaber +17, Damage 10 (Penetrating) Crit. 18-20, Sith Lightning +10, Ranged, Damage 10, Unarmed +10, Close Damage 1

Defense: Dodge 14, Parry 14, Fortitude 6, Will 13, Toughness 6/2* Without Defensive roll bonus

Totals: Abilities 94 + Powers 155 + Advantages 17 + Skills 44 + Defenses 23 = 333

Complications: Enemy: Yoda, The Jedi; **Relationships:** The Emperor's primary relationship is with his apprentice, Darth Vader; although he had at least two apprentices before Vader, Palpatine spent several years securing Vader – then Anakin Skywalker – to his side.

EMPEROR

In the tradition of the ancient Sith Lords, the man named Palpatine – the shadowy Darth Sidious – operated right under the noses of his Jedi enemies. He played his game without revealing a hint of his strategy, and his objective was nothing less than the domination of the entire galaxy.

Operating off the planet of Naboo, as the mild-mannered Senator Palpatine, Sidious schemed and plotted his way through the political system, while meanwhile executing a series of clandestine machiavellian moves to initiate strife and unrest, inevitable leading to war. He trained an apprentice – Darth Maul – from birth to be his weapon and enforcer. And it was the seemingly fateful setback of Maul's own death at the hands of the Jedi Padawan Obi-Wan Kenobi, that drew Sidious attention

to a young force wielder, named Anakin Skywalker. A child with potential like no other, Anakin was a perfect target for corruption, and in the guise of senator Palpatine, Darth Sidious began to wheedle his way into the boy's confidence, so that by the time he was a grown man, Anakin considered Palpatine a friend and a mentor. Creating events that led to the eminent possible death of Anakin's wife, Padme, Sidious manipulated a desperate Anakin into actions – in Palpatine's defense – that lead to him to kill the Jedi Master, Mace Windu – setting Skywalker on an irreversible path to becoming Darth Vader.

With Darth Vader now by his side, Sidious became Emperor, wiping the Jedi almost entire from existence in a single well-planned coupe, with the only survivors being Yoda and Obi-Wan Kenobi, both hidden away in exile. The Emperor's rule was absolute and unquestioned for a generation, but in the end, it was the son of Anakin – Luke Skywalker – who eventually toppled his rule. Ironically, young Luke defeated the Emperor, not through battle, but by appealing to the last of the good in his father, and it was Darth Vader himself – now finally Anakin Skywalker again – who turned on the Emperor – right at the moment of the Sith Lord's final victory – saving the life of his son, and although mortally wounded himself, manages to kill Palpatine, tossing him down the Death Star reactor, destroying the last of the Sith. **(Str6)**

DARTH VADER

In the end, the Star Wars saga is the story of **Darth Vader** – the rise, fall, and redemption of Anakin Skywalker (See individual entries for **Anakin Skywalker** and **Darth Vader**).

Vader has two specific sets of stats – the first being the brief period after his initial conversion to the Dark Side, and the second after sustaining the injuries in battle with Obi-Wan Kenobi that turned him into his armored, cybernetic form. For the early period, simply apply the stats for Anakin Skywalker. NOTE: Although Anakin Skywalker was considered the most potent force-welder ever, he lost much of that potential with his injuries, so even though his physical stats increased, and his experience widened with his training, he never again had quite the same sheer power to draw upon.

STRANGER

The cosmic entity known as the **Stranger** is a being of great power, who wanders the universe as a cosmic nomad, studying other beings for some unknown purpose. No one is sure about his origins. The Stranger once claimed to be a being created from all the surviving inhabitants of his homeworld, Gigantus. According to this story, the warlike alien Eternians attacked Gigantus and the ensuing battle destroyed both races. The last few Gigantiuns melded their minds into one being in order to battle the Eternians own gestalt-being, the Over-Mind. Calling himself the Stranger, this new Gigantiun composite being traveled into space and took up the work of his lost people by studying the various life-forms on the Galaxy.

The Silver Surfer eventually challenged the Stranger on the truth of this tale, and the Stranger admitted that the tale of Gigantus was nothing more than a lie he concocted to avoid questions, but was not forthcoming with the actual truth.

The Living Tribunal has suggested that the Stranger represents what could have been the Tribunal's fourth face – in opposition to his face that represents 'Equity', representing the parts of the universe which stand apart and outside the rest of the cosmos – although the Tribunal has since apparently contradicted this.

At any rate, the Stranger initially became intrigued with the planet Earth because of the modern proliferation of super-powered individuals there. But, after encountering the evil mutant, Magneto, the Stranger concluded that the high concentration of super-beings posed an imminent threat to the galaxy because of the potential for misuse of power. But after he had nearly destroyed the Earth, the Stranger decided that Magneto was not representative of Earth and that its heroes were noble and their promise far outweighed any possible threat. Since then, he has worked on the side of humanity, defending the Earth against cosmic threats like the Over-Mind and Pluto.

For a time, the Stranger possessed one of the Infinity Gems, augmenting his might dramatically, although, even without it, he is still one of the universe's most powerful beings. He participated in along with the other cosmic entities like Galactus and the Celestials in Eternity's war with Thanos during the Infinity Gauntlet crisis. **(Str150/200)**

PERSONALITY

The Stranger is a deliberately enigmatic and mysterious cosmic who rarely explains his motives – particularly to mortals - and even when he does, what he reveals may not necessarily be the truth. Therefore, no one is certain about the veracity of anything he says.

POWERS AND ABILITIES

The Stranger possesses entity-level cosmic and psionic power. He can manipulate and reorder matter, project large amounts of cosmic energy with great concussive force. He can alter his own size, appearing anywhere from six-foot to over sixty-feet, and can transform himself into pure energy. He can travel through space-warps and across dimensional barriers, allowing him to be virtually anywhere in the universe almost instantaneously. Besides his natural powers, is also known to employ a wide variety of technological devices that can serve to temporarily augment or diversify his natural abilities. The Stranger is also apparently immortal, not appearing to age.

REAL NAME: UNREVEALED
OCCUPATION: UNREVEALED
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 6' (VARIES)
WEIGHT: VARIES
EYES: BLACK
HAIR: WHITE

STRANGER — PLX1/PL17

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
20	21	6	6	10	17	16	20

POWERS

Cosmic Entity: Immunity 30 (Fortitude Effects), Impervious Toughness 18 • *48 points*
Energy Manipulation: Energy Control 20 (Variable Power, Any Powers with the Cosmic Descriptor) • *140 points*
Omnipresence: Teleport 25 • *50 points*
Omniscience: Communication 20, Comprehend 20, Mind Reading 20, Senses 20 (Awareness) • *180 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 15 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 4, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat 2 (Unarmed), Expertise (All fields) 6 (+23), Insight 7 (+23), Intimidation 3 (+23), Perception 8 (+23)

OFFENSE

INITIATIVE +7

Cosmic Energy +10	Ranged Damage 20
Unarmed +12	Close Damage 20

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	21
WILL	17		

POWER POINTS

ABILITIES	242	**SKILLS**	12
POWERS	358	**DEFENSES**	7
ADVANTAGES	39	**TOTAL**	658

COMPLICATIONS

Deliberate Stranger: Origin stories differ for the Stranger is, by his nature, forever a Stranger – suggested so, by no less than the Living Tribunal.

COSMIC ENHANCEMENT

STRANGER (ENHANCED) PL18/PLX1-PLX2

STR 22 STA 23 AGL 6 DEX 6 FGT 10 INT 17 AWE 16 PRE 20
Powers: Cosmic Entity: Immunity 30 (Fortitude Effects), Impervious Toughness 20 **Energy Manipulation:** Energy Control 22 (Variable Power, Any Powers with the Cosmic Descriptor), **Omnipresence:** Teleport 25, **Omniscience:** Communication 20, Comprehend 20, Mind Reading 20, Senses 20 (Awareness)
Offense: Initiative 7, Cosmic Energy (Ranged, Damage 22, Unarmed +12 (Close Damage 22)
Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 23, Will 17
Totals: Abilities 250 + Powers 364 + Advantages 39 + Skills 12 + Defenses 7 = 672

The Stranger can channel cosmic radiation, boosting **STR, STA, FGT**, and all his powers up 2 ranks temporarily to **PL18** (how long this boost lasts is up to GM's discretion, but at least the duration of the scene). He is usually presented as at least **PLX1** and sometimes as high as **PLX2**. In any incarnation, the Stranger is a being of sufficient stature to warrant his inclusion in the Living Tribunal's court, attended by the likes of Eternity, Master Order, Lord Chaos, the Celestials and Galactus....

SUB-MARINER

Namor is the son of a princess of the undersea kingdom of Atlantis and a human man. He grew up believing that the surface world was hostile to his people. When he came to the surface in the 1940's, he had war in mind. Once convinced there was a more just war, the Sub-Mariner joined the fight against the Axis powers, fighting alongside Captain America and the other Invaders. Toward the end of the war, Namor was stricken with amnesia. He remained unaware of his true identity for years and lived as a derelict in New York before finally being discovered and restored to health by Johnny Storm, the Human Torch.

The **Sub-Mariner** has been both enemy and ally to the surface world. During his unstable periods, he tried to conquer the world and even teamed up with Doctor Doom. More often, Namor has fought to make certain that his Atlantean people could live alongside humans. Namor is fierce in his dedication to equality for Atlantis, but has learned that he cannot achieve such equality by force. He has served as a member of super teams such as the Avengers and Defenders, and will always answer a call for help from his old fighting partner, Captain America.

Namor shares a strong attraction with Sue Richards of the Fantastic Four, but that passion has also developed into a mutual friendship. He was married to the late amphibious alien Marrina. **(Str70/90)**

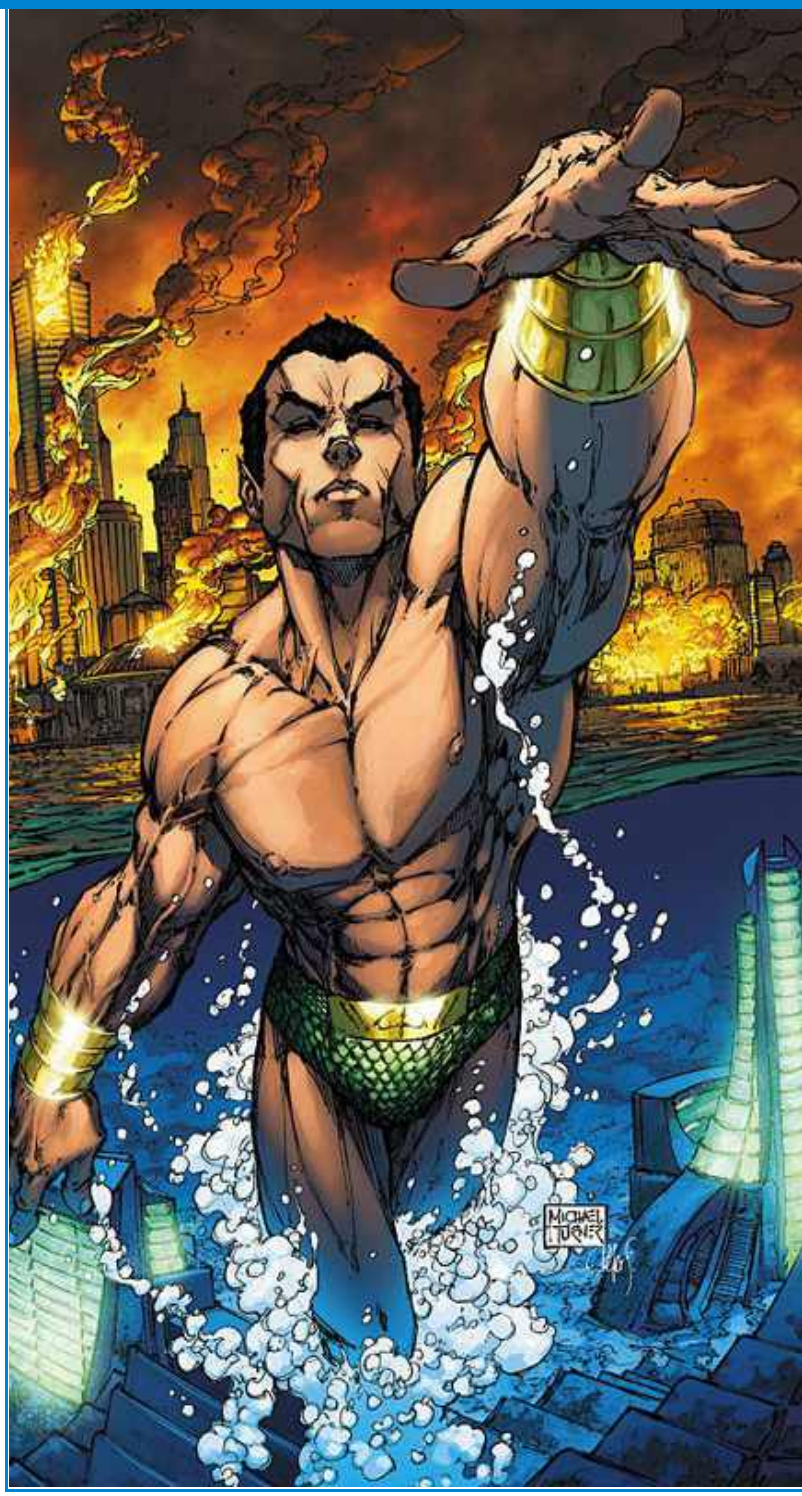
PERSONALITY

Namor is imperious and arrogant (a favorite catch-phrase in battle is 'Imperious Rex!'), although he has a seldom seen dry wit. He is condescending to women, as well as being both impetuous and temperamental. Namor's primary motivation is always going to be the protection of Atlantis.

POWERS AND ABILITIES

As a mutant human/Atlantean hybrid, Namor has the ability to breath on both land and sea. He also has a level of super-human strength comparable to the Thing that waxes and wanes depending upon how much time he spends in water – he is his strongest while he is underwater. He also has the ability to fly (apparently due to the vestigial Mercury-like wings on his ankles). Time away from water is debilitating in the long term, and he has been known to react to a surface-form of pressure-induced psychosis, making him temperamental and irrational.

Namor is a confidant leader (King of Atlantis), as well as being an experienced warrior, as well as one of the oldest super-heroes, having been active since before the Second World War.



REAL NAME: NAMOR MCKENZIE
OCCUPATION: RULER OF ATLANTIS
BASE: ATLANTIS
AFFILIATION: AVENGERS, DEFENDERS
HEIGHT: 6' 2" **WEIGHT:** 310 LBS
EYES: GREEN **HAIR:** BLUE-GREY

SUB-MARINER PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
15	10	5	2	10	1	3	5

POWERS

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation – Aquatic), Protection 1, Impervious Toughness 5, Senses 1 (Low-Light Vision) • *12 points*
Flight: Flight 5 (60 MPH) •*10 points*
Super-Strength: Enhanced Strength 1, plus Enhanced Strength 2, Limited to Lifting (Lifting Str18; 6,000 tons), Limited to when underwater • *3 points*
Swimming: Swimming 5 (60 MPH) • *5 points*

ADVANTAGES

All-out Attack, Animal Empathy, Benefit 3 (King of Atlantis), Favored Environment (Aquatic), Improved Initiative, Languages (Atlantean), Power Attack, Ranged Attack 5

SKILLS

Athletics 4 (+18), Close Combat: Unarmed 2 (+12), Expertise: Atlantean Lore 7 (+8), Insight 3 (+9), Intimidation 7 (+12), Perception 5 (+8), Stealth 4 (+8), Technology 3 (+5), Vehicles 3 (+5)

OFFENSE

INITIATIVE +8

Unarmed +12 — Close Damage 15/16*
*Underwater only

DEFENSE

DODGE	10	**FORTITUDE**	14
PARRY	10	**TOUGHNESS**	11
WILL	8		

POWER POINTS

ABILITIES	92	**SKILLS**	19
POWERS	29	**DEFENSES**	14
ADVANTAGES	15	**TOTAL**	169

COMPLICATIONS

Relationships: Namor has a wife, Marinna, and is close with his cousins Namora and Namorita. He has ties with the Avengers and the loose-nit Defenders.
Responsibility: As King of Atlantis, Namor's first priority is the ocean and its inhabitants
Temper: Namor is known for his fierce temper. His hybrid nature contributes to this, as too much time in or out of water will cause bi-polar rages.
Weakness: Namor dehydrates when away from water for an extended time, becoming impaired, with his STR and STA steadily dropping until reaching 1 across the board. Immersion in water immediately removes all accumulated conditions.

ARMY OF SEA-MONSTERS

While Namor does not seem to have a direct telepathic control of sea-life, he often uses armies of sea-beasts as minions, presumably with simple herding tactics. His most common war beasts are typical whales and other normal sea-life, but for special occasions, he will awaken his super-weapon, the gigantic whale monster, known as Giganto

GIGANTO PL16 • 213 POINTS

STR 22 STA 22 AGL 0 DEX 0 FGT 4 INT -1 AWE 1 PRE 0
Powers: Growth 22 (Innate; Permanent), **Thick Hide:** Protection 2, **Senses 4** ((Accurate Hearing, Low-Light Vision, Ultra Hearing), **Swimming** 5 (16 MPH), **Teeth:** Strength-based Damage 2
Offense: Initiative +3, Bite +6 (Close, Damage 24), Slam +6 (Close, Damage 22)
Defense: Dodge -8, Parry -5, Fortitude 23, Toughness 24, Will 8
Totals: Abilities 96 + Powers 93 + Advantages 6 + Skills 10 + Defenses 8 = 213

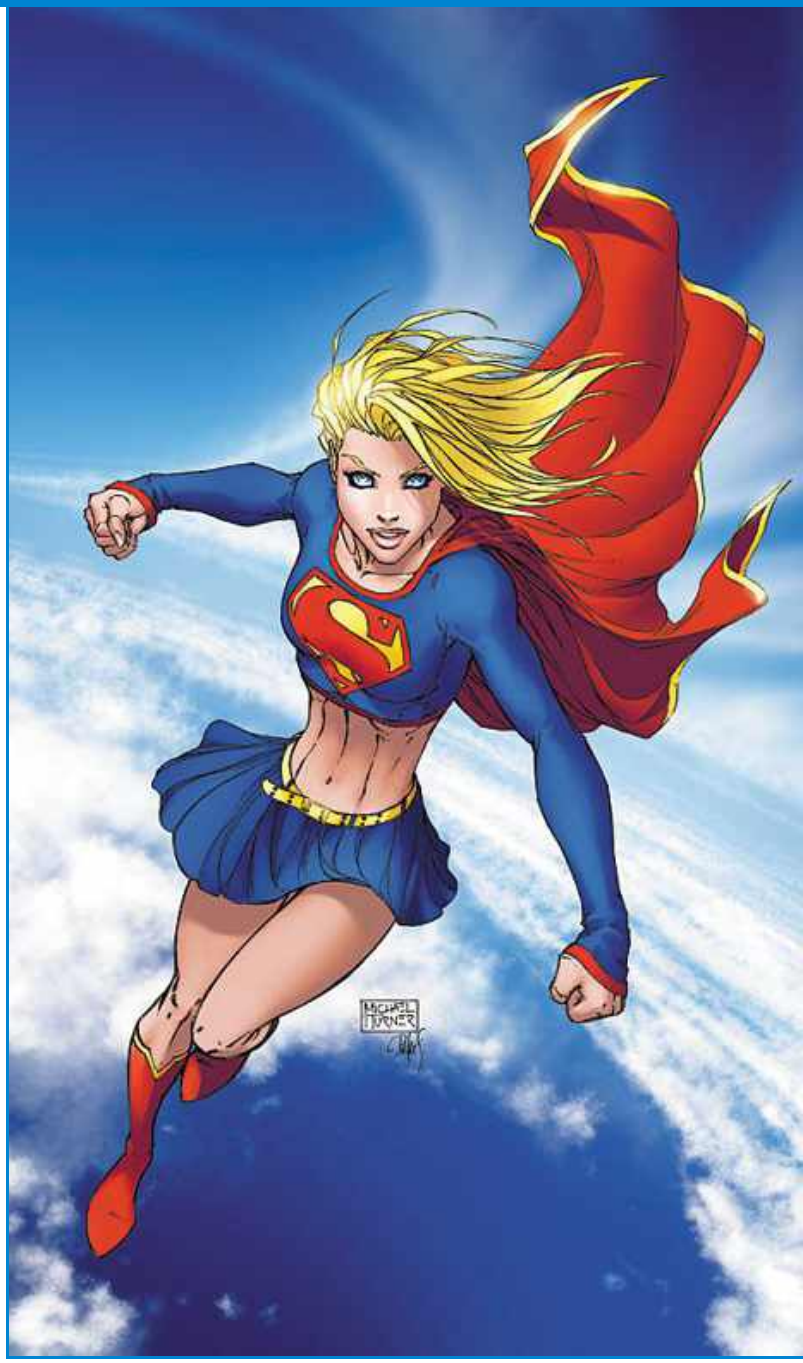
SUPERGIRL

Kara Zor-El is the daughter of Alura and Zor-El, brother to Superman's father, Jor-El. Born in Argo City on Krypton, Kara and other citizens of Argo survived the planet's destruction thanks to a powerful force field. Then Brainiac attacked Argo, and Kara's parents sent her in a small spacecraft to Earth and safety, telling her to look after her young cousin, Kal-El.

Kara's ship was disabled and became trapped inside a Kryptonite asteroid while Argo was added to Brainiac's collection of cities. The ship placed Kara in suspended animation, allowing her to survive until the portion of the asteroid in which she was trapped crashed in Gotham City Bay.

Recovered and revived by Batman, Kara revealed her origins to him and her now-adult cousin, Superman. Though she is chronologically older than Superman, she is physically and mentally still a teenager. After training in the use of her Kryptonian powers with Wonder Woman and the Amazons of Themyscira, Kara took on the mantle and identity of **Supergirl**.

Since then, Supergirl has been reunited with her parents and had to suffer losing them again: her father killed by the radioactive mercenary Reactron, her mother perishing in the destruction of New Krypton. She learned the value of having a private life among ordinary humans, and allowed Lana Lang to introduce her in Metropolis as her niece, Linda Lang. **(Str75/88)**



PERSONALITY

Supergirl is an ordinary teenager in many regards, but has also seen more than her share of tragedy. Unlike her cousin, she was raised on Krypton and remembers it, making her a stranger to Earth and human customs. Kara has lost both of her parents, and was forced to face the loss of her home world again with the destruction of New Krypton.

POWERS AND ABILITIES

Supergirl has the same Kryptonian powers as her cousin: under Earth's yellow sun, she has superhuman strength, speed and invulnerability, enhanced senses, and the powers of flight and heat vision. Some have commented that Supergirl at times seems more powerful than even Superman, but this is largely because she has less training—and so less restraint—using her powers, whereas Superman has spent much of his life learning to keep his powers under control.

Supergirl is more likely to cut loose than her cousin, employing extra effort or making full use of her Strength or other powers, even in situations where restraint might be more appropriate. This can create additional complications for Kara, playing into her responsibility complication when she realizes what she has done. Supergirl's player is encouraged to look for these opportunities, while the Gamemaster should award hero points when Supergirl's inexperience or lack of control adds a complication to the overall story

REAL NAME: KARA ZOR-EL, LINDA LANG (EARTH NAME)
OCCUPATION: STUDENT, SUPERHERO
BASE: METROPOLIS
AFFILIATION: JLA, TEEN TITANS
HEIGHT: 5' 7"
WEIGHT: 110 LBS
EYES: BLUE
HAIR: BLOND

SUPERGIRL PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
15	10	3	2	4	2	2	3

POWERS

Flight: Array *(30 points)*
- Flight 15 (64,000 MPH) • *30 points*
- Speed 15 (64,000 MPH) • *1 point*

Heat Vision: Ranged Damage 12 (heat) • *24 points*
Invulnerability: Protection 4, Impervious Toughness 14; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *23 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead' • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 3, Limited to Lifting (Lifting Str18; 6,000 tons) • *4 points*

ADVANTAGES

Defensive Attack, Languages (Kryptonian), Move-by Action

SKILLS

Close Combat: Unarmed 5 (+9), Expertise: Krypton 10 (+12), Perception 8 (+10), Persuasion 6 (+9), Ranged Combat: Heat Vision 8 (+10), Technology 5 (+7)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged Damage +12
Unarmed +9	Close Damage 15

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	14
WILL	12		

POWER POINTS

ABILITIES	82	**SKILLS**	21
POWERS	104	**DEFENSES**	25
ADVANTAGES	3	**TOTAL**	235

COMPLICATIONS

Power Loss: Supergirl loses her powers under the light of a red sun like that of Krypton (or when otherwise cut off from solar energy for a long period) and her Str and Sta drop to 0.
Relationships: Supergirl's closest ally is her cousin, Superman, though she can count on other members of her extended family as well, including Superboy. She has been a member of the Teen Titans and the Legion of Super-Heroes, and worked with the Justice League.
Secret Identity: Linda Lang
Vulnerability: Supergirl is as vulnerable to magic. Her Toughness is not Impervious against magical attacks.
Weakness: Supergirl becomes weak when exposed to Kryptonite.
Enemies: Supergirl's most hated foe is Reactron, a radioactive criminal from Earth responsible for the murder of her father and the destruction of New Krypton. She has encountered a number of Superman's long-time foes as well, such as Luthor and Brainiac.

SUN-DIPPED SUPERGIRL PL13

Supergirl's powers come from her ability to absorb the energy of Earth's yellow sun. By absorbing intense amounts of solar energy – like she might receive from flying directly into the sun – Supergirl can temporarily increase her powers.
Similarly, as a power stunt, Supergirl can burn up her solar stores and 'push' her powers beyond their normal limits, although this is dangerous as she becomes weakened afterwards in all powers and abilities by an amount equal to his boost, leaving her vulnerable.
To reflect 'Sun-Dipped' Supergirl, GMs can use the Stat Box provided, or substitute their own, although Supergirl is still a teen and she has not been known to move planets like her cousin.

SUPERGIRL (SUN-DIPPED) PL13 • 243 POINTS

STR 16 STA 11 AGL 3 DEX 2 FGT 4 INT 2 AWE 2 PRE 3
Powers: Invulnerability: Impervious Toughness 16, **Super-Strength:** Enhanced Strength 4, Limited to Lifting (Lifting Str20; 25,000 tons)
Offense: Initiative +2, Heat Vision +10 (Ranged, Damage 16), Unarmed +9 (Close, Damage 16)
Defense: Dodge 11, Parry 11, Fortitude 13, Toughness 15, Will 12
Totals: Abilities 86 + Powers 106 + Advantages 3 + Skills 21 + Defenses 27 = 243

POWERGIRL PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	13	3	2	6	2	2	2

POWERS

Flight: Array *(30 points)*
- Flight 15 (64,000 MPH) • *30 points*
- Speed 15 (64,000 MPH) • *1 point*
- Movement 1 (Space Travel 1) • *1 point*

Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4, Impervious Toughness 17; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *26 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str21; 50,000 tons) • *4 points*

ADVANTAGES

All-out Attack, Attractive, Improved Hold, Power Attack
Attractive, Close Attack 3, Connected, Fascinate 2 (Deception and Persuasion), Interpose, Power Attack

SKILLS

Athletics 2 (+19), Deception 4 (+6), Expertise: Business 6 (+8), Insight 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Persuasion 4 (+6), Ranged Combat: Heat Vision 7 (+9), Technology 7 (+9)

OFFENSE

INITIATIVE +3

Heat Vision +9	Ranged, Damage 15
Unarmed +9	Close Damage 17

DEFENSE

DODGE	9	**FORTITUDE**	16
PARRY	9	**TOUGHNESS**	17
WILL	10		

POWER POINTS

ABILITIES	94	**SKILLS**	24
POWERS	115	**DEFENSES**	20
ADVANTAGES	5	**TOTAL**	262

COMPLICATIONS

Hot Body: Powergirl is not afraid to flaunt her female attributes, which can cause unwanted distraction and allow others to make ill-informed judgments of her character.
Power Loss: Power Girl loses her powers and her **Str** and **Sta** are reduced to 1 and 2 respectively under a red sun.

Secret identity: Karen Starr
Stranger in a Strange Land: Powergirl is the last survivor of her home planet and of her universe. She truly has no one else from either home, only counterparts of those with whom she was once connected.
Temper: Power Girl is notorious for her temper.

POWERGIRL

Kara Zor-L is the last survivor of a Krypton from an alternate reality no longer in existence. When her reality ceased to exist in the terrible Crisis on Infinite Earths, she, Psycho-Pirate, her cousin Kal-L (Superman of her reality's Earth), and Kal-L's wife Lois were the only survivors. Kara assimilated as best she could to the new reality, but the fluctuating nature of her existence and her inability to remember her true origins made that difficult. More than once she hoped she had discovered her ancestry—another survivor of New Earth's Krypton, or an Atlantean from pre-cataclysmic times—and was devastated to learn she was wrong. She joined the JSA during, instinctively feeling a sense of belonging without realizing it was an echo of her membership in the same team in her original reality
Eventually, thanks to the cruel intervention of Psycho-Pirate, Kara discovered her true origins. During recent events she finally reconnected with Kal-L, who was freed from the pocket dimension that had isolated him and others since the end of the original Crisis. She regained her memories of a family life with him and Lois, only to lose him soon after when he died helping his counterpart bring down the rampaging Superboy- Prime.
(Str90/100

SUPERGIRL PRE-CRISIS

The Pre-Crisis Kara Zor-El, was much like her modern counterpart (albeit, much more powerful). Cousin of the Pre-Crisis Superman, Kara arrived in her spaceship when she was 16. Taking the secret identity, 'Linda Danvers' she joined the Superman Family as Supergirl.

Supergirl spent a lot of time working with the Legion of Superheroes in the 30th Century – and had a romance with Brainiac 5 – but she was also (after her cousin) the most powerful member of the Justice League. This was shown in the *Crisis on Infinite Earths* when Kara nearly defeated the Anti-Monitor single-handedly, although she tragically died in the effort, proving that her heroic spirit was ultimately the greatest of her powers. **(Str400)**

PERSONALITY

Kara was a girl of her times. While she had tremendous powers, she remained a bit shy, reserved, and very much in the shadow of her cousin. Her later stories in the late 70's, before her untimely death, had her in her 20's, quietly dealing in her private life with a changing world's expectations of women, careers and family.

SUPERGIRL PRE-CRISIS PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
23	18	2	2	4	6	2	6

POWERS

Flight: Array *(48 points)*
- Flight 24 (32,000,000 MPH) • *48 points*
- Quickness 10, Speed 20 (2,000,000 MPH) • *1 point*

Heat Vision: Ranged Damage 20 (heat) • *40 points*

Invulnerability: Protection 4, Impervious Toughness 20; Immunity 10 (Life Support) • *34 points*

Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead' • *15 points*

Super-Speed: Quickness 10 • *10 points*

Super-Strength: Enhanced Strength 12, Limited to Lifting (Lifting Str 35; 800,000 kilotons) • *8 points*

ADVANTAGES

Attractive, Extraordinary Effort, Languages (Kryptonian), Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 5 (+9), Expertise: Krypton 8 (+10), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+10), Persuasion 4 (+7), Technology 3 (+5)

OFFENSE

INITIATIVE +3

Heat Vision +10	Ranged, Damage 20
Unarmed +9	Close Damage 23

DEFENSE

DODGE	10	**FORTITUDE**	18
PARRY	10	**TOUGHNESS**	22
WILL	12		

POWER POINTS

ABILITIES	134	**SKILLS**	16
POWERS	134	**DEFENSES**	21
ADVANTAGES	5	**TOTAL**	310

COMPLICATIONS

Power Loss: Supergirl loses her powers and her Str and Sta are reduced to 0 under a red sun, like that of Krypton, and other effects draining or interfering with the energies of the yellow sun can deprive her of her powers

Relationships: Supergirl's closest bond is with her cousin Superman She has contacts with the Justice League, the 30th Century Legion of Superheroes, particularly Brainiac 5.

Secret Identity: Supergirl's secret identity is Linda Danvers

Vulnerability: Supergirl is as vulnerable to magic as anyone. Her Toughness is not Impervious vs. magic

Weakness: *Kryptonite*

MATRIX PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	10	3	2	5	2	2	0

POWERS

Shapeshift: Morph 4 (Limited to humanoid shapes) • *48 points*
Super-Speed: Quickness 6 • *6 points*
Telekinesis: Flight 12 (4000 MPH), Move Object 13, Ranged Damage 13 • *76 points.*
Telekinetic Field: Protection 1, Impervious Toughness 8; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *14 points*

ADVANTAGES

Defensive Attack, Move-by Action

SKILLS

Close Combat: Unarmed 5 (+10), Perception 8 (+10), Persuasion 6 (+9), Ranged Combat: Telekinesis 7 (+10)

OFFENSE

INITIATIVE +3

Telekinesis +10	Ranged, Damage 13
Unarmed +9	Close Damage 12

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	11
WILL	7		

POWER POINTS

ABILITIES	76	**SKILLS**	13
POWERS	144	**DEFENSES**	19
ADVANTAGES	2	**TOTAL**	254

COMPLICATIONS

Relationships: Supergirl's closest ally is Superman. She was a member of the Teen Titans and Justice League of Amazons. Early in her career, she was close to Lex Luthor.

REPLACEMENT SUPERGIRL

The Matrix Supergirl was an unfortunate twist on the character, forced upon her due to the Post-Crisis editorial decision from DC to make Superman the only survivor of Krypton. But non-Kryptonian Supergirl, with no family ties to Superman, is one thing. A shape-changing, protoplasmic being is something different altogether, even if it was created over the Matrix of an extra-dimensional Lana Lang. It was an unattractive concept and was eventually abandoned, first for the Earth Angel Supergirl, and finally a return to simply being Superman's Kryptonian cousin.

OTHER SUPERGIRLS

Kara is not the only young woman to wear the name and mantle of Supergirl.

Matrix (Str47) was the creation of a parallel-Earth Lex Luthor, an artificial life-form intended to travel and recruit aid from other realities against escaped Phantom Zone criminals. She possessed super strength and the ability to fly like Superman, but was also a psychokinetic and shape-shifter able to take on other appearances or become invisible. "Mae" lived in Smallville with the Kents for a time and became a hero in her own right.

Matrix later sacrificed herself to save the life of a young woman named **Linda Danvers**, merging their physical forms and essences. This noble sacrifice resulted in the creation of an "Earth-born angel" who operated as Supergirl for a time, **(Str48)** possessing fiery wings and a "shunt" Teleport effect. When Matrix and Linda were separated, Linda retained some of Supergirl's powers. **(Str45)**

After her defeat of the Carnivore, the Matrix was ripped away from the Earth Angel Supergirl, and Linda was left alone. She eventually manifested some of the original Matrix' telekinetic powers, and continued as Supergirl for a time, before finally lapsing into retirement (or possibly into the *Fallen Angel* series). Linda was the last of the Replacement Supergirls before the REAL Supergirl, Kara Zor-El, Superman's cousin from Krypton was finally reintroduced into modern continuity.

SUPERGIRL EARTH ANGEL PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
13	11	3	2	5	2	2	3

POWERS

Angel Fire: Ranged Damage 15 • *30 points*
Shapeshift: Morph 4 (Limited to changing between Linda Danvers and Supergirl) • *48 points*
Super-Speed: Quickness 6 • *6 points*
Telekinesis: Flight 12 (4000 MPH), Move Object 13, Ranged Damage 13 • *76 points.*
Telekinetic Field: Protection 4, Impervious Toughness 8; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *17 points.*
Teleportation: Teleport 12, Dimensional 3 • *27 points*

ADVANTAGES

Defensive Attack, Move-by Action

SKILLS

Close Combat: Unarmed 5 (+10), Perception 8 (+10), Persuasion 6 (+9), Ranged Combat: Telekinesis 7 (+10)

OFFENSE

INITIATIVE +3

Angel Fire +10	Ranged Damage 13
Telekinesis +10	Ranged, Damage 13
Unarmed +9	Close Damage 13

DEFENSE

DODGE	10	**FORTITUDE**	13
PARRY	10	**TOUGHNESS**	11
WILL	7		

POWER POINTS

ABILITIES	78	**SKILLS**	13
POWERS	151	**DEFENSES**	19
ADVANTAGES	2	**TOTAL**	263

COMPLICATIONS

Fallen Angel: Linda Danvers was a corrupted soul, a cultist who lay dying after being sacrificed to a demonic god. The Matrix Supergirl merged their forms, saving Danvers' life and soul, and they were turned into an 'Earth-born Angel'. When the Matrix was eventually separated from Linda, she lost her Angelic power, but retained the Matrix' Telekinesis.
Relationships: Linda was allied with Superman, the Teen Titans, Justice League of Amazons, and the other two 'Earth Angels', Blithe and Comet. Linda was also guided by a strange boy named Wally, who claimed to be God. As 'Earth Angel' she had a following – the 'Church of Supergirl'.
Weakness: Supergirl's Angel Fire is less effective vs. those who are either pure of heart or completely lacking in guilt.

SUPERGIRL LINDA DANVERS PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	10	3	2	5	2	2	2

POWERS

Super-Speed: Quickness 6 • *6 points*
Telekinesis: Flight 12 (4000 MPH), Move Object 12, Ranged Damage 12 • *72 points.*
Telekinetic Field: Protection 4, Impervious Toughness 8; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *17 points*

ADVANTAGES

Defensive Attack, Move-by Action

SKILLS

Close Combat: Unarmed 5 (+10), Perception 8 (+10), Persuasion 6 (+9), Ranged Combat: Telekinesis 7 (+10)

OFFENSE

INITIATIVE +3

Telekinesis +10	Ranged, Damage 12
Unarmed +9	Close Damage 10

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	10
WILL	7		

POWER POINTS

ABILITIES	76	**SKILLS**	13
POWERS	147	**DEFENSES**	19
ADVANTAGES	2	**TOTAL**	257

SUPERMAN

Rocketed from the dying planet of Krypton by his parents Jor-El and Lara, the infant Kal-El was found and adopted by Jonathan and Martha Kent of Smallville, Kansas. They named him “Clark” and raised him as their own son.

The Last Son of Krypton developed amazing powers under Earth’s yellow sun. His adoptive parents taught him to use his powers responsibly, so the teen-aged Clark Kent helped people in secret, wearing a colorful costume made from the blankets found in his escape rocket and bearing the crest of the House of El, to conceal his true identity. He also took to wearing glasses made from the rocket’s lenses to better separate “mild-mannered” Clark Kent from his costumed alter ego. Clark’s secret adventures came to an end when he moved to Metropolis to begin working as a reporter at the *Daily Planet*, the perfect place to find out about disasters and crimes as they happened.

His very public rescue of fellow reporter, Lois Lane, splashed his image across front pages and television screens everywhere. Lois coined the name **‘Superman’** for her mysterious rescuer (based on the similarity of his shield to the letter “S”) and scored the first exclusive interview with the Man of Steel, in which he revealed his extra-terrestrial origins to the world.

Since then, Superman has been the favorite son of Metropolis and become renowned as the `world’s greatest hero, known all throughout the galaxy and beyond. He became a founding member of the Justice League of America and has regularly served on its roster.

Superman’s Kryptonian heritage is preserved in his arctic Fortress of Solitude, including various relics and technology from that vanished world. The Fortress provides the Man of Steel with a connection to his past, a storehouse for dangerous items and a place to be alone with his thoughts. **(Str100/350)**

PERSONALITY

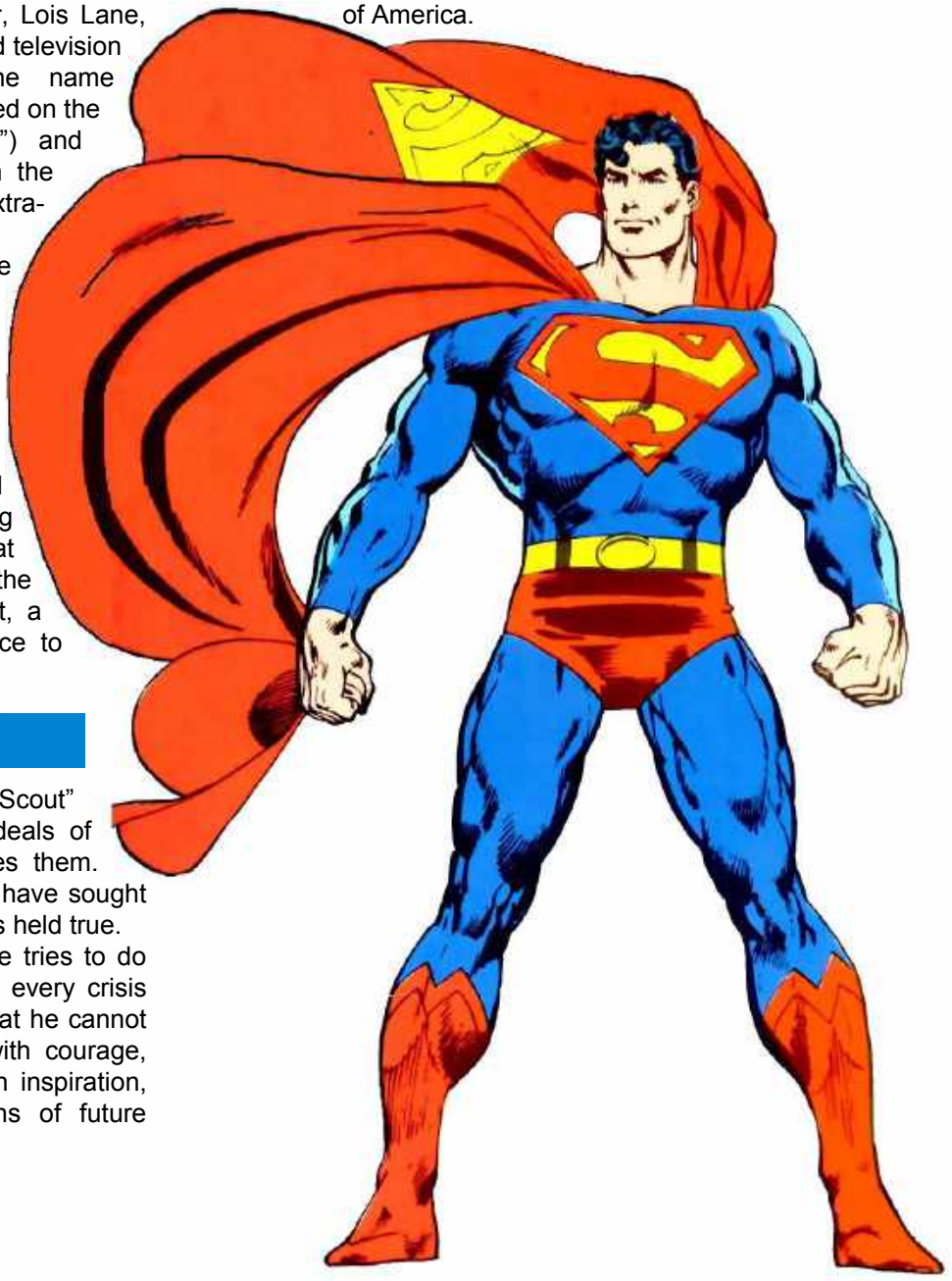
Superman is described as “the Big Blue Boy Scout” for good reason: he not only follows the ideals of truth, justice and the American way, but lives them. Even when driven to the edge by foes who have sought to force him to abandon his principles, he has held true.

Superman’s greatest fault is actually that he tries to do too much, and feels keenly responsible for every crisis and disaster he cannot avert or every life that he cannot save. Superman leads first by example, with courage, compassion and selflessness, and he is an inspiration, both to his heroic peers, and generations of future heroes.

REAL NAME: CLARK JOSEPH KENT, KAL-EL
OCCUPATION: JOURNALIST
BASE: METROPOLIS **AFFILIATION:** JLA
HEIGHT: 6’ 3” **WEIGHT:** 225 lbs
EYES: BLUE **HAIR:** BLACK

POWERS AND ABILITIES

Superman has many friends. After flirting with her for some time, he eventually revealed his true identity to Lois Lane and proposed marriage. Both Clark and Superman are well known to the rest of the staff at the *Daily Planet,* including editor Perry White and photographer Jimmy Olsen. Superman is widely respected by the world’s heroes, and a regular member of the Justice League of America.



SUPERMAN PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	14	2	2	8	5	5	10

POWERS

Flight: Array *(30 points)*
- Flight 15 (64,000 MPH) • *30 points*
- Quickness 7, Stacks with Super-Speed; Speed 15 (64,000 MPH) • *1 point*
- Movement 15 (Space Travel) • *1 point*

Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4, Impervious Toughness 18; Immunity 10 (Life Support) • *32 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*

EQUIPMENT

HEADQUARTERS: FORTRESS OF SOLITUDE * 25 PTS
Huge; Tough 20; Features: Communications, Computer, Concealed 3, Defense System, Hanger, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Power System, Security System

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness))

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Farming 4 (+9), Expertise: Krypton 8 (+13), Expertise: Journalism 10 (+15), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+13), Persuasion 8 (+18), Technology 3 (+8)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged Damage +15
Unarmed +11	Close Damage 19

DEFENSE

DODGE	10	**FORTITUDE**	15
PARRY	10	**TOUGHNESS**	18
WILL	15		

POWER POINTS

ABILITIES	130	**SKILLS**	26
POWERS	120	**DEFENSES**	21
ADVANTAGES	13	**TOTAL**	310

COMPLICATIONS

Power Loss: Superman loses his powers and his Str and Sta are reduced to 3 under a red sun, like that of Krypton, and other effects draining or interfering with the energies of the yellow sun can deprive him of his powers
Relationships: Superman's closest relationship is with his wife, Lois Lane. Other important people in his life include his mother, Martha Kent, and friends and co-workers, Jimmy Olsen, Perry White, and Catherine 'Cat' Grant
Responsibility: Superman feels a strong sense of responsibility to use his powers for the benefit of all.
Secret Identity: Clark Kent, mild-mannered reporter for the Daily Planet
Vulnerability: Superman is as vulnerable to magic as anyone else. His Toughness is not Impervious against magical attacks.
Weakness: Kryptonite
World's Greatest Hero: Superman is an inspiration to all other heroes.

SUN-DIPPED SUPERMAN PL16/PLX1

Superman's powers come from his ability to absorb the energy of Earth's yellow sun. By absorbing intense amounts of solar energy – like from flying directly into the sun – Superman can temporarily increase his powers – he has been known to move planets. As a power stunt, he has also shown the ability to 'push' his powers beyond their normal limits, although this is dangerous as he becomes weakened afterwards in all powers and abilities by an amount equal to this boost, leaving him vulnerable – like when he temporarily died battling the monster Doomsday. To reflect 'Sun-Dipped' Superman, GMs can use the Stat Box provided, either with Lifting Str24 or PLX1.

SUPERMAN (SUN-DIPPED) PL16 (PLX1) • 333 POINTS
STR 20 STA 16 AGL 2 DEX 2 FGT 8 INT 5 AWE 5 PRE 10
Powers: Flight 18, Quickness 8, Speed 18 (500,000 MPH), **Heat Vision:** 20, **Invulnerability:** Impervious Toughness 20, **Super-Speed:** 10, **Super-Strength:** Enhanced Strength 4, Limited to Lifting (Lifting Str24; 400,000 tons/StrX1)
Offense: Initiative +2, Heat Vision +10 (Ranged, Damage 20), Unarmed +11 (Close, Damage 20)
Defense: Dodge 12, Parry 12, Fortitude 17, Toughness 20, Will 15
Totals: Abilities 134 + Powers 142 + Advantages 13 + Skills 26 + Defenses 25 = 333

POWERS AND ABILITIES

Under a yellow sun like Earth's, Superman's Kryptonian cells absorb solar energy to grant him tremendous strength, speed and stamina. He is virtually invulnerable and it takes a massive explosion or similar release of energy to even knock him off his feet.

Superman can fly and move at super-speed, faster than the eye can follow. His senses are greatly enhanced, particularly his vision and hearing. He can see and hear over great distances, peer through solid objects with his X-ray vision, see in the infrared spectrum and down to the microscopic, and hear in the ultrasonic bandwidth.

Superman can project a beam of heat from his eyes—his "heat vision." At the lowest levels, his eyes seem to glow red as the object he is looking at heats up. At higher levels, the heat beams are actually visible.

His super breath is a powerful blast of compressed air, also capable of super-cooling objects, instantly forming ice from moisture in the air.

The Man of Steel has used various other powers on occasion. These are usually temporary abilities acquired by circumstance or power stunts of his existing abilities. The Gamemaster should handle these as regular power stunts.

75 YEARS OF SUPERMAN

Superman's appearance has evolved over 75 years, beginning in Action Comics #1, with mostly blue pajamas, no boots, a red cape and an 'S' insignia over a small black chest shield. By 1940, he had added the traditional staples of red boots, with a yellow belt above red briefs. The 'S' emblem had added a yellow perimeter, and his hair sported its first spit-curl.

The basic standard for the next 70 years was set in 1941 with the first appearance of the traditional modern 'S' symbol – a stylized red 'S' over a yellow background and a red boarder.

While his appearance continued to molt, DC would not stray far from this look for nearly the entirety of Superman's career. The few exceptions have been widely panned by fans – even such minor details as long hair after his resurrection, not to mention the disastrous 'Blue Energy' arc, where the Man of Steel was transformed into the Man of Energy with a blue and white, lightning-styled uniform.

Superman has dabbled with other looks, usually some form of Kryptonian gear, but has always returned to the classic style.

The current 'New 52' Superman has – rather arbitrarily – added a uniformed collar, a red belt, and removed the red briefs. How long this newest deviation lasts remains to be seen.

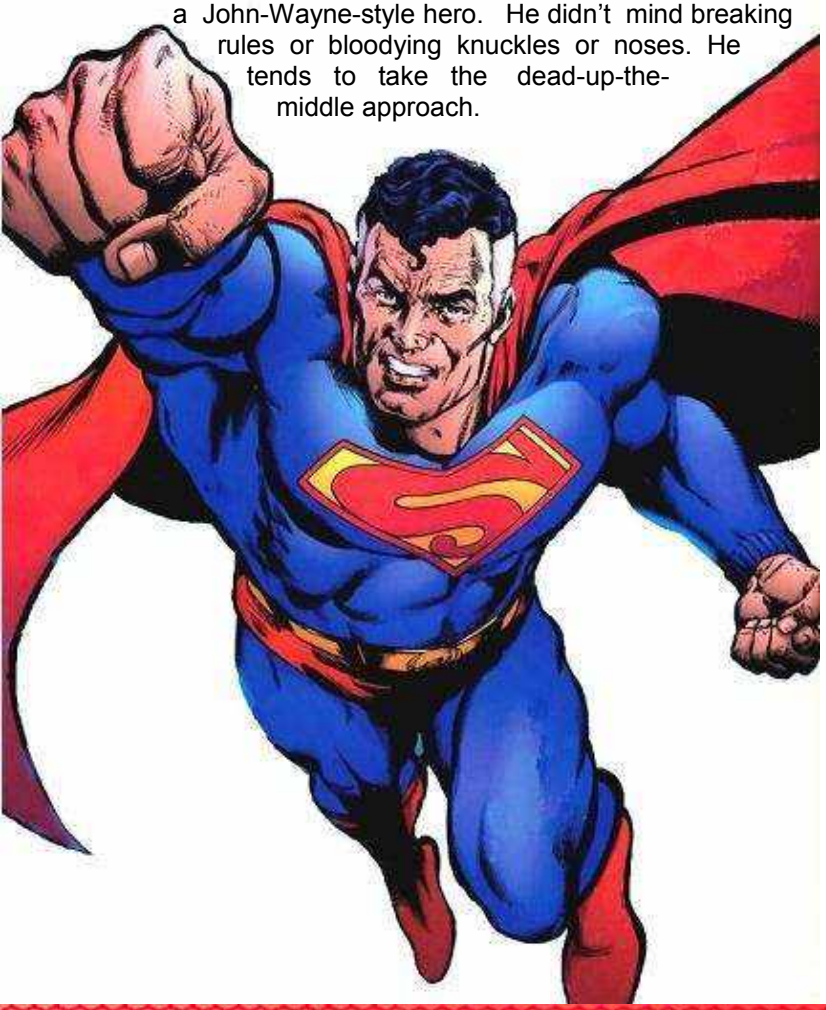
EARTH-2

Earth 2 Superman: Kal-L was the Superman of Earth 2 in Pre-Crisis continuity, who was older than his Earth 1 counterpart having fought in World War II, so he is often referred to as the 'original hero' (although this is somewhat misleading as the concept of the parallel universe was created to explain why a multi-decadal character like Superman could still be young in the sixties). In any case, Kal-L was a bit more old style, more prone to punching first and not entirely against lethal response if the situation calls for it. In fact, it was Kal-L that struck the final blow that killed the Anti-Monitor during the Crisis on Infinite Earths that destroyed all Pre-Crisis realities.

Kal-L survived, however, in a pocket dimension, along with his wife, Earth-2's Lois Lane, Alexi Luthor (a Luthor descendant from Earth 3), and the Superboy from Earth-Prime, but the 'first' Superman, finally met his end when he interceded to aid his modern counterpart from the combined scheming of Alexi Luthor and Superboy-Prime, who threatened to destroy all other realities in favor of their own. **(Str475)**

PERSONALITY

Kal-L was a much more gruff Superman, more in line with a John-Wayne-style hero. He didn't mind breaking rules or bloodying knuckles or noses. He tends to take the dead-up-the-middle approach.



EARTH-2 PL19

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
25	21	2	2	8	5	10	10

POWERS

Flight: Array *(48 points)*
- Flight 24 (32,000,000 MPH) • *48 points*
- Quickness 10, Speed 20 (500,000 MPH) • *1 point*

Heat Vision: Ranged Damage 22 (heat) • *44 points*
Invulnerability: Protection 4, Impervious Toughness 24; Immunity 10 (Life Support) • *42 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*
Super-Speed: Quickness 8 • 8 *points*
Super-Strength: Enhanced Strength 14, Limited to Lifting (Lifting St r39; 12,000,000 kilotons) • *9 points*

ADVANTAGES

Connected, Equipment 6, Extraordinary Effort, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 2 (+12), Expertise: Farming 4 (+9), Expertise: Krypton 8 (+18), Expertise: Journalism 10 (+20), Ranged Combat: Heat Vision 8 (+11), Perception 8 (+18), Persuasion 8 (+18), Technology 6 (+16)

OFFENSE

INITIATIVE +3

Heat Vision +11	Ranged, Damage 22
Unarmed +12	Close Damage 25

DEFENSE

DODGE	10	**FORTITUDE**	21
PARRY	10	**TOUGHNESS**	25
WILL	17		

POWER POINTS

ABILITIES	153	**SKILLS**	27
POWERS	163	**DEFENSES**	16
ADVANTAGES	14	**TOTAL**	372

COMPLICATIONS

Relationships: Superman is closest to his wife Lois Lane, and his co-workers at the Daily Star, Jimmy Olsen and Perry White. He once allied with Alexi Luthor and Superboy-Prime
Responsibility: Superman feels a strong sense of responsibility to use his powers for the benefit of all.
Secret Identity: Clark Kent, mild-mannered reporter
Weaknesses: Standard Kryptonian weaknesses, to Kryptonite, magic, and red sun radiation..

EARTH-PRIME PL19

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
25	21	2	2	9	3	9	4

POWERS

Flight (Array, 48 points)
• Flight 24 (32,000,000 MPH) • *48 points*
• Movement 3 (Space Travel 3) • *1 point*
• **Quickness** 10, Speed 10 (2,000,000 MPH) • *1 point*
Heat Vision: Ranged Damage 22 (heat) • *44 points*
Invulnerability: Protection 4, Impervious Toughness 29; Immunity 10 (Life Support) • *42 points*
Super-Breath: Alternate Effects of Str Damage (24 points)
• Cone Area Affliction 12 (freezing; Resisted by Fortitude; Hindered, Immobile, Paralyzed) • *1 point*
• Cone Area Move Object 20, Close Range, Limited to Pushing and Pulling • *1 point*
Super-Senses: Senses 16 (Extended Auditory 4, Extended Visual 4, Infravision, Microscopic Vision 4, Ultra-hearing, Vision Penetrates Concealment (except lead)) • *20 points*
Super-Speed: Quickness 10 (2,000,000 MPH) • 10 *points*
Super-Strength: Enhanced Strength 15, Limited to Lifting (Lifting Str 40; 25,000,000 kilotons) • *15 points*

ADVANTAGES

Equipment 5, Extraordinary Effort, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Deception 2 (+6), Expertise: Comic Books 4 (+7), Intimidation 8 (+12), Perception 6 (+10), Ranged Combat: Heat Vision 8 (+10), Technology 2 (+5)

OFFENSE

INITIATIVE +3

Heat Vision +10	Ranged, Damage 22
Unarmed +9	Close Damage 25

DEFENSE

DODGE	12	**FORTITUDE**	21
PARRY	12	**TOUGHNESS**	25
WILL	12		

POWER POINTS

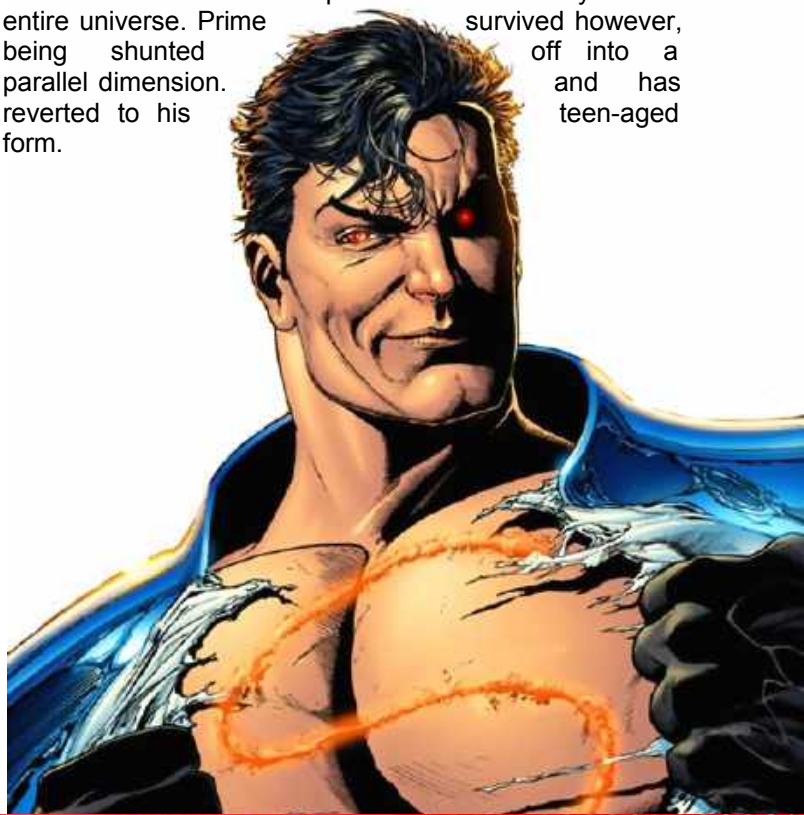
ABILITIES	128	**SKILLS**	15
POWERS	207	**DEFENSES**	24
ADVANTAGES	8	**TOTAL**	383

COMPLICATIONS

Power Loss: Superman-Prime has a finite supply of Oan energy and when it is depleted, he will revert back to the form of Superboy-Prime.
Obsession: Prime was driven insane by the destruction of his entire universe during the Crisis on Infinite Earths, and from the following years of solitude trapped in a parallel dimension; he gave up all regard for life, becoming totally deranged and murderous viewing all other universes as 'fakes', determined to destroy everything to recreate 'Universe-Prime'.
Relationships: Superman-Prime's insanity has precluded most relationships, even with allies.
Superboy-Prime: **Str** 24, **Sta** 20, **Agi** 2, **Dex** 2, **Fgt** 8, **Int** 1, **Awe** 2, **Pre** 2, Flight 18, Heat Vision 20, Invulnerability: Protection 4, Impervious Toughness 24, Senses 15, Quickness 18, Enhanced Strength 12, Limited to Lifting (Lifting Str36)

EARTH-PRIME

Superboy Prime **(Str450)** was the only survivor of Earth-Prime and was drawn into the Crisis on Infinite Earths after his universe was destroyed. After the Crisis, he joined Alexi Luthor of Earth-3, Earth-2 Superman and his wife, Lois Lane, exiled in a parallel dimension.
Driven insane by solitude, Superboy Prime plotted with Alexi Luthor to recreate reality, and he killed Superboy-Conner Kent, many Teen Titans and Green Lanterns before being stopped by the Supermen of Earth 1 and 2, at the cost of Earth 2 Superman's life.
Prime was jailed by the Guardians of the Universe in an artificial red sun, until the Sinestro Corps released him. During the battle with Sinestro, one of the Guardians used himself as a bomb and detonated himself, reducing Superboy-Prime to atoms, which were reconstructed in another universe, convincing him that the Multiverse had been restored. His newly reconstructed body had also been aged into an adult. **(Str500)** He discovered, however, that his home universe 51 was indeed restored, but had been destroyed by the warlord, Monarch. In fit of rage, **Superman Prime** confronted Monarch in a monstrous battle before Prime ripped open Monarch's armor that released an explosion that destroyed the entire universe. Prime survived however, being shunted off into a parallel dimension. and has reverted to his teen-aged form.



KINGDOM COME PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	16	2	2	8	5	10	10

POWERS

Flight: Array *(36 points)*
- Flight 18 (64,000 MPH) • *36 points*
- Quickness 18, Speed 18 (500,000 MPH) • *1 point*

Heat Vision: Ranged Damage 20 (heat) • *40 points*
Invulnerability: Protection 4, Impervious Toughness 23; Immunity 10 (Life Support) • *37 points*
Super-Senses: Senses 16 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *16 points*
Super-Speed: Quickness 10 • *10 points*
Super-Strength: Enhanced Strength 3, Limited to Lifting (Lifting Str23; 200,000 tons) • *3 points*

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Farming 4 (+9), Expertise: Krypton 8 (+13), Expertise: Journalism 10 (+15), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+18), Persuasion 8 (+18), Technology 3 (+8)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged, Damage 20
Unarmed +11	Close Damage 20

DEFENSE

DODGE	9	**FORTITUDE**	16
PARRY	9	**TOUGHNESS**	20
WILL	16		

POWER POINTS

ABILITIES	118	**SKILLS**	26
POWERS	142	**DEFENSES**	19
ADVANTAGES	13	**TOTAL**	312

COMPLICATIONS

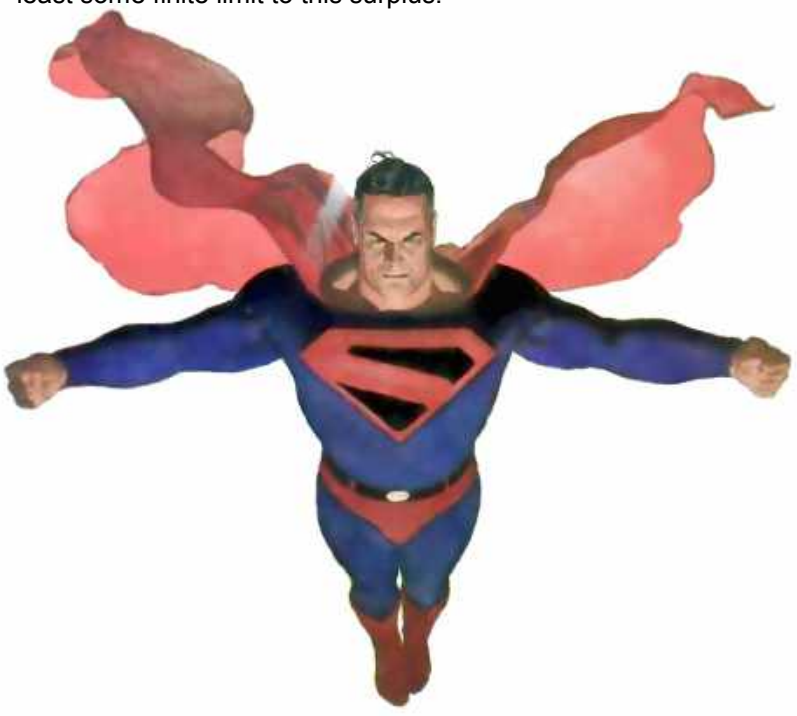
Power Loss: Superman loses his powers and his Str and Sta are reduced to 3 under a red sun, like that of Krypton, and other effects draining or interfering with the energies of the yellow sun can deprive him of his powers, having soaked up a great deal of energy, the Kingdom Come Superman can be away from yellow sunlight for an extended period before suffering debilitation.
Relationships: Kingdom Come Superman has lost all his allies and loved ones in his own time, and so he feels an attachment for their mainstream counterparts. He has contacts within the Justice Society and with the mainstream Superman
Responsibility: Superman feels a strong sense of responsibility to use his powers for the benefit of all, and in particular to help mainstream reality avoid his own future
Secret Identity: Clark Kent in his home reality. 'Uncle Clark' in the mainstream universe
Vulnerability: Superman is as vulnerable to magic as anyone else. His Toughness is not Impervious against magical attacks.
Weakness: Kryptonite has no effect on Kingdom Come Superman at his heightened levels.

KINGDOM COME

In the future, the Kingdom Come Superman has retired, as the younger generation of metahumans has become irresponsible and dangerous, losing regard for human life. But he returns from his self-imposed exile when one of the new breed of 'heroes' destroys Kansas in a nuclear explosion. His return ignites a war between the old generation of heroes and the young anarchists, a conflict from which Superman emerges as a world leader, deified by some – unfortunately, one of his 'disciples' goes insane, blaming Superman for the destruction of Kansas, and is transformed into the powerful villain Gog, who goes on a rampage across time, killing all versions of Superman he meets, and Superman is forced to travel back in time to enlist the aid of his modern-day counterpart to stop him. **(Str200/350)**

POWERS AND ABILITIES

Having been inactive for over ten years, the Kingdom Come Superman has stored massive reserves of solar energy, raising his primary abilities and enhancing all his normal powers. These higher levels seem have sustained over time, but it can be assumed there is at least some finite limit to this surplus.



ONE-MILLION PRIME PLX3/PL25

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
30	25	2	2	8	25	25	25

POWERS

5th Dimensional Science: Reality Manipulation 40 (Variable Power), Teleport 40 • *360 points*
Flight: Array *(40 points)*
• Flight 20 (2,000,000 MPH) • *40 points*
• Quickness 10, Stacks with Super-Speed; Speed 20 (2,000,000 MPH) • *1 point*
Heat Vision: Ranged Damage 40 (heat) • *80 points*
Invulnerability: Protection 5, Impervious Toughness 30; Immunity 30 (Fortitude) • *65 points*
Magic: Magic 30 (Variable Power) • *210 points*
Power of the Source: Energy Absorption 40, Energy Control 40 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 30, Time Travel 3, Transform 40 • *516 points*
Super-Senses: Senses 30 (Acute and Extended Hearing, Detect Magic, Extended Vision 3, Infravision, Microscopic Vision 4, Precognition 10, Ultra-Hearing, Vision Penetrates Concealment) • *30 points*
Super-Speed: Quickness 10 • 10 *points*
Super-Strength: Enhanced Strength 10, Limited to Lifting (Lifting Str 40; 400,000,000 kilotons) • *10 points*

ADVANTAGES

Connected, Extraordinary Effort, Inspire, Languages (All known interstellar), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: (All fields) 10 (+35) Ranged Combat: Cosmic Blast 8 (+10), Ranged Combat: Heat Vision 8 (+10), Perception 10 (+35), Persuasion 8 (+33), Technology 9 (+34)

OFFENSE

INITIATIVE +2

Cosmic Blast +10	Ranged, Damage 40
Reality Manipulation	Perception Range Damage 40
Unarmed +11	Close Damage 30

DEFENSE

DODGE	12	**FORTITUDE**	25
PARRY	12	**TOUGHNESS**	30
WILL	25		

POWER POINTS

ABILITIES	284	**SKILLS**	26
POWERS	1322	**DEFENSES**	21
ADVANTAGES	8	**TOTAL**	1662

COMPLICATIONS

Relationships: Superman's closest relationship is with his wife, Lois Lane (whom he resurrected personally), along with his cousin Kara Zor-El, Kon-El, and all his surviving descendants of the Superman Dynasty.
Responsibility: Superman feels a strong sense of responsibility to use his powers for the benefit of all.
Weakness: There is some evidence that a lingering vulnerability to Kryptonite exists, although at this stage, it's really more of an irritant.

ONE-MILLION PRIME

Superman-One Million Prime's Kryptonian physiology was exposed to the infinite power of the Source, raising his natural abilities to entity-levels. The Source also established a mystic link between Kal-El and his progeny; all of Superman's descendants can draw on his power while he gains whatever abilities they acquire (for example, his descendant in the 67th century married the queen of the 5th Dimension, 'GZNTPLZK', who passed on her abilities to their own son, who in turn gave Superman Prime the Reality Manipulation powers of a 5th Dimensional Imp). Between this and various other sources, by the year One Million, Superman Prime has acquired a multitude of powers, and may be considered able to do essentially anything he wants. **(Str1000)**
X-Level: The stat-box is Superman-Prime as a playable **PL25**. His X-level is **PLX3** entity - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x3=60**) on all rolls.

ORIGINAL

Original Superman: This is Supes as he was originally portrayed, barring a brief period when he did not yet actually fly, but instead only 'leaped in a single bound'. Many of the mainstays, such a vulnerability to Kryptonite and Magic, had not yet been established, nor had he yet encountered any of the other iconic DC heroes.
NOTE: This is *not* the Earth 2 Superman (See entry for: Superman: Earth-2), who retroactively adapted many of the original Superman's characteristics (older, Kal-El spelled 'Kal-L', slightly different stylized 'S') that had evolved out of the mainstream version of the character, and was established as the 'first' Superman, to explain stories where Superman was fighting in World War II. **(Str42)**

PERSONALITY

The first Superman (latter adapted as the 'Earth-2 Superman), is an old-school, 30's-40's-era tough guy, not adverse to the breaking of rules or the bloodying of knuckles or noses. He tends to take the dead- up-the-middle approach

ORIGINAL PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	9	3	3	8	3	5	5

POWERS

Flight: Array *(22 points)*
• Flight 11 (400 MPH) • *30 points*
• Quickness 6, Stacks with Super-Speed;Speed 11 (400 MPH) • *1 point*
Invulnerability: Protection 2, Impervious Toughness 10; Immunity 10 (Life Support) • *22 points*
Super-Senses: Senses 11 (Extended Vision 3, Infravision, Microscopic Vision 4, Vision Penetrates Concealment [except lead]) • *11 points*
Super-Speed: Quickness 5 • *5 points*
Super-Strength: Enhanced Strength 1, Limited to Lifting (Lifting Str12; 100 tons) • *1 point*

ADVANTAGES

Connected, Extraordinary Effort, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 4 (+12), Expertise: Farming 4 (+7), Expertise: Krypton 8 (+11), Expertise: Journalism 10 (+13), Ranged Combat: Heat Vision 7 (+10), Perception 7 (+12), Persuasion 8 (+13)

OFFENSE

INITIATIVE +3

Heat Vision +10	Ranged, Damage 10
Unarmed +12	Close Damage 11

DEFENSE

DODGE	10	**FORTITUDE**	11
PARRY	10	**TOUGHNESS**	11
WILL	12		

POWER POINTS

ABILITIES	82	**SKILLS**	24
POWERS	70	**DEFENSES**	16
ADVANTAGES	8	**TOTAL**	192

COMPLICATIONS

Power Loss: Superman loses his powers and his Str and Sta are reduced to 3 under a red sun, like that of Krypton, and other effects draining or interfering with the energies of the yellow sun can deprive him of his powers
Relationships: Superman is closest to Lois Lane, and his co-workers at the Daily Star, Jimmy Olsen and Perry White.
Responsibility: Superman feels a strong sense of responsibility to use his powers for the benefit of all.
Secret Identity: Clark Kent, mild-mannered reporter.

POST-CRISIS PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	5	5	10

POWERS

Heat Vision: Ranged Damage 15 (heat) • *30 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead] • *15 points*
Telekinesis: Array *(32 points)*
• **Flight** 15 (64,000 MPH) • *1 point*
• **Super•Speed:** Quickness 15, Speed 15 (64,000 MPH) • *1 point*
• **Space Flight** Movement 15 (Space Travel) • *1 point*
• **Impenetrable Body Aura:** Protection 4, Impervious Toughness 18; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *3 points*
• **Super-Strength:** Enhanced Stamina 11, Enhanced Strength 16 plus Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons), Limited to while flying, Improved Critical • *34 points*

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, *Improved Critical*, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Farming 4 (+9), Expertise: Krypton 5 (+10), Expertise: Journalism 10 (+15), Ranged Combat: Heat Vision 9 (+10), Perception 8 (+13), Persuasion 8 (+18), Technology 3 (+8)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged, Damage 15
Unarmed +11	Close Damage 19

DEFENSE

DODGE	12	**FORTITUDE**	15
PARRY	12	**TOUGHNESS**	18
WILL	15		

POWER POINTS

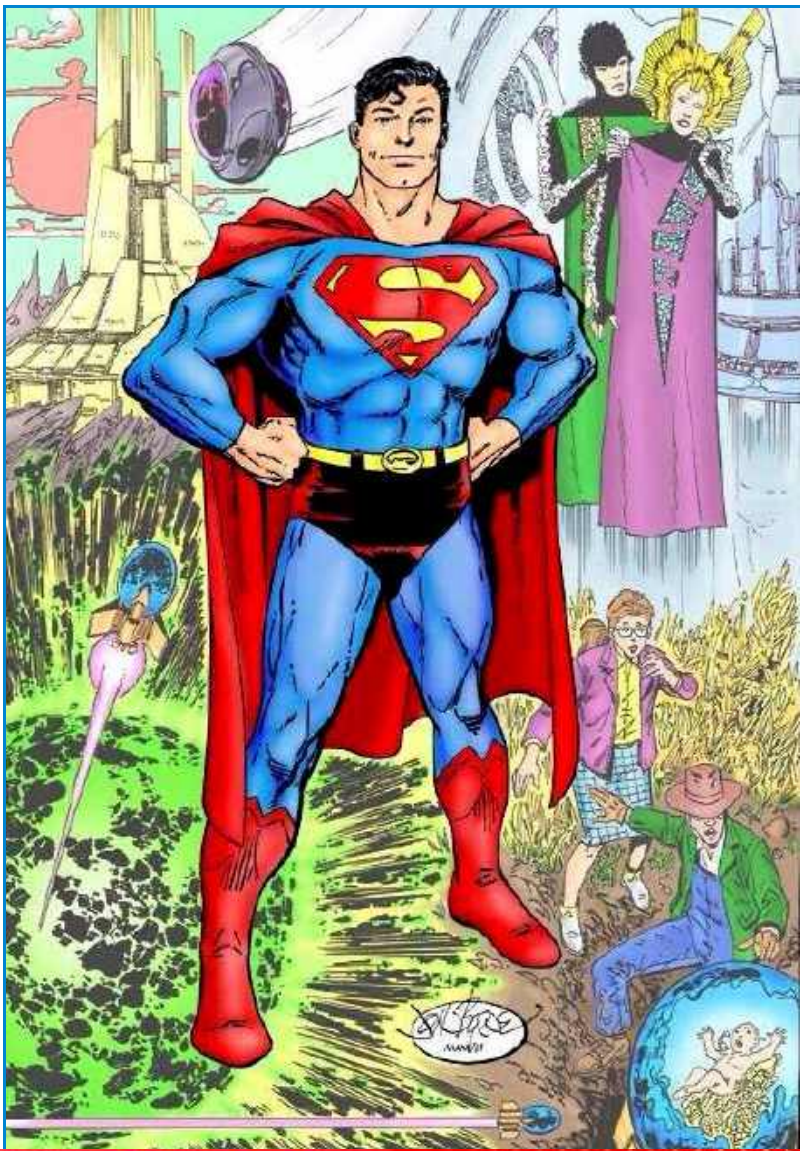
ABILITIES	78	**SKILLS**	25
POWERS	84	**DEFENSES**	24
ADVANTAGES	13	**TOTAL**	224

COMPLICATIONS

Power Loss: Superman loses his powers and his Str and Sta are reduced to 3 under a red sun, like that of Krypton, and other effects draining or interfering with the energies of the yellow sun can deprive him of his powers
Vulnerability: Superman is vulnerable to magic else. His Toughness is not Impervious against magical attacks.
Weakness: Kryptonite

POST-CRISIS

The **Post Crisis Superman** was commissioned writer/artist John Byrne's effort to 'Marvelize' DC's flagship hero – a more realistic, sci-fi take. Byrne's Superman was not born on Krypton, but in a birthing matrix when his spaceship landed on Earth, because Krypton was now depicted as an antiseptic test-tube society. In the revamp Kal-El was also the only surviving Kryptonian – jettisoning Supergirl (now a shape-changing clone) and others, establishing Kryptonians would die if they left Krypton – hence the birthing matrix, and explaining why such a powerful race hadn't dominated the universe.
Superman's powers were also dialed down from the planet-moving Pre-Crisis version, and added the wrinkle that his abilities were actually telekinetically based – a concept Byrne had explored with Marvel's 'Gladiator' – explaining why he could carry objects that should break under their own weight. His invulnerability was similarly a telekinetic 'body aura'. While the revamped power-levels have since been maintained, the TK aspect has largely been discarded. **(Str100/350)**



PRE-CRISIS PL19

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
25	21	3	3	10	9	9	14

POWERS

Flight: Array *(48 points)*
- Flight 24 (32,000,000 MPH) • *48 points*
- Quickness 10, Speed 20 (2,000,000 MPH) • *1 point*

Heat Vision: Ranged Damage 22 (heat) • *44 points*
Invulnerability: Protection 4, Impervious Toughness 25; Immunity 10 (Life Support) • *38 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*
Super-Speed: Quickness 10 • *10 points*
Super-Strength: Enhanced Strength 15, Limited to Lifting (Lifting Str 40; 25,000,000 kilotons) • *15 points*

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 2 (+12), Expertise: Farming 4 (+13), Expertise: Krypton 8 (+17), Expertise: Journalism 10 (+19), Ranged Combat: Heat Vision 8 (+11), Perception 8 (+17), Persuasion 8 (+22), Technology 6 (+15)

OFFENSE

INITIATIVE +3

Heat Vision +11	Ranged, Damage 22
Unarmed +12	Close Damage 25

DEFENSE

DODGE	12	**FORTITUDE**	21
PARRY	12	**TOUGHNESS**	25
WILL	17		

POWER POINTS

ABILITIES	188	**SKILLS**	26
POWERS	171	**DEFENSES**	17
ADVANTAGES	13	**TOTAL**	415

COMPLICATIONS

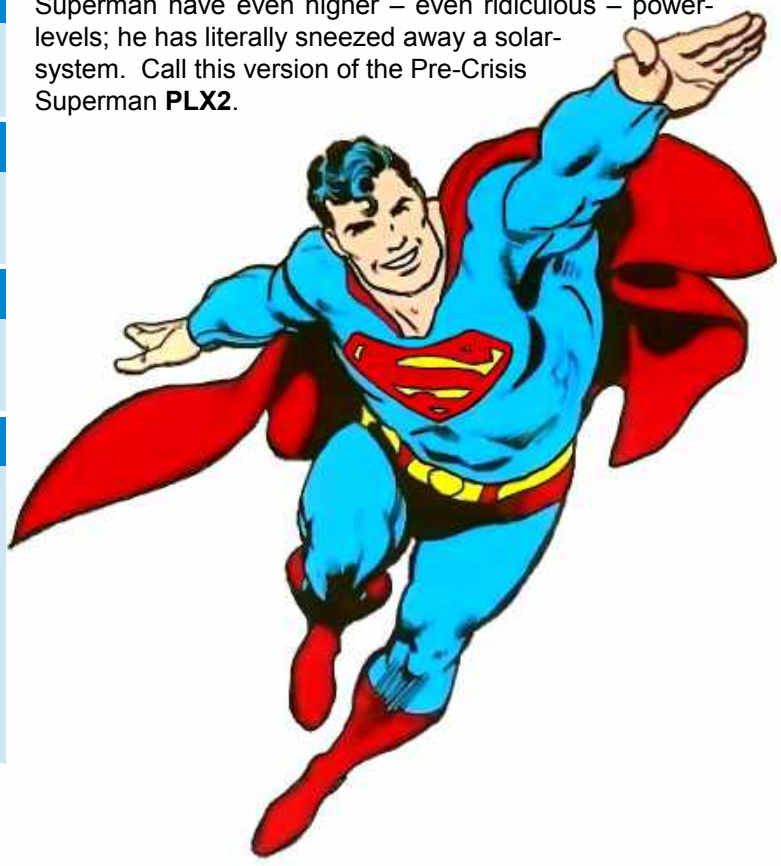
Relationships: Superman is closest to, Lois Lane. Other important people in his life are his friends and co-workers, Jimmy Olsen, Perry White, and Catherine 'Cat' Grant
Responsibility: Superman feels a strong sense of responsibility to use his powers for the benefit of all.
Secret Identity: Clark Kent, mild-mannered reporter for the Daily Planet
Vulnerability: Superman is as vulnerable to magic. His Toughness is not Impervious against magical attacks.
Weakness: Kryptonite

PRE-CRISIS

Pre-Crisis Superman: Rocketed to Earth from the doomed planet of Krypton, baby Kal-El was found and raised by a Kansas couple named Jonathan and Martha Kent. Naming the infant Clark, the Kents soon discovered their adopted son had powers far beyond those of mortal men. Adopting the costumed identity of Superboy, he began a career that stretched all the way into the 30th Century, with the Legion of Super-Heroes. During this time, he reunited with his pet, the Kryptonian dog, Krypto, and became arch-foes with Lex Luthor.
After the deaths of his adoptive parents, Clark moved to Metropolis and became Superman. He took a job as a reporter for the Daily Planet, was a founding member of the Justice League, and went on to become the premier hero of Earth. He also learned he had a young cousin, Kara (Supergirl). **(Str500)**

POWERS AND ABILITIES

The Pre-Crisis Superman was similar to modern day Superman, except that his abilities approached entity-levels, able to move planets. He has also developed a multitude of power stunts, everything from Super-Ventriloquism, to Time Travel. His invulnerability extends to his uniform, and his abilities do not seem to fluctuate relative to solar-levels, although he retains the weakness to red sun radiation, Kryptonite and magic.
NOTE: Older, more cartoony versions of the Pre-Crisis Superman have even higher – even ridiculous – power-levels; he has literally sneezed away a solar-system. Call this version of the Pre-Crisis Superman **PLX2**.



ULTRAMAN PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	2	2	4

POWERS

Flight: Array *(30 points)*
• **Flight** 15 (64,000 MPH) • *30 points*
• **Space Flight** (Movement 1 (Space Travel))
• **Ultra-Speed** 15, Speed 15 (64,000 MPH) • *1 point*
Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4, Impervious Toughness 18; Immunity 10 (Life Support) • *32 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*

ADVANTAGES

Benefit 5 (CSA member), Connected, Equipment 5, Extraordinary Effort, Inspire, Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness))

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Astronaut 4 (+6), Streetwise 8 (+10), Science 8 (+10), Intimidation 8 (+12), Ranged Combat: Heat Vision 8 (+10), Perception 5 (+8), Technology 8 (+10), Vehicles 4 (+6)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged, Damage 15
Unarmed +11	Close Damage 19

DEFENSE

DODGE	10	**FORTITUDE**	15
PARRY	10	**TOUGHNESS**	19
WILL	15		

POWER POINTS

ABILITIES	106	**SKILLS**	28
POWERS	116	**DEFENSES**	24
ADVANTAGES	17	**TOTAL**	291

COMPLICATIONS

Power Loss: Ultraman loses his powers without regular exposure to anti-kryptonite. He keeps pellets of the substance in the compartments of his costume to maintain his strength.
Relationships: Ultraman has a love/hate marriage with Superwoman (who loathes him) and a rivalry with Owlman.
Secret: Ultraman has committed personally shameful acts which he fears coming to light; Ultraman tolerates Owlman on the Crime Syndicate because of threatened Internet exposure.
Vulnerability: Ultraman is vulnerable to magic. His Toughness is not Impervious against magical attack.
Enemies: Ultraman has a personal animosity toward Superman. The two have battled several times since the Justice League first battled the CSA, but while Ultraman despises Superman as a weakling (normal humans do not even fear the Man of Steel!), Superman has come out on top in all their encounters.

ULTRAMAN

Born an ordinary human, Lt. Clark Kent of the Antimatter Earth space program gained his tremendous superhuman abilities when his spacecraft was destroyed and his body subsequently reconstructed by an alien race (perhaps the Anti- Universe's Kryptonians). But while his physical abilities were enhanced, he was left mentally unstable, prone to psychotic behavior. His sheer power allowed him to become the top super-villain on Anti-Earth, leader of the CSA, and de facto ruler of the world. Though undeniably strong-willed, **Ultraman** rules the Crime Syndicate more through sheer power and intimidation than any skill at leadership. He routinely terrorizes citizens of Antimatter Earth. **(Str100/350)**.

POWERS AND ABILITIES

The Antimatter counterpart to Superman lashes out whenever annoyed or frustrated. He has no qualms about committing mass murder or destruction for trivial reasons. He amuses himself by randomly causing different forms of havoc on the planet he rules. He is highly intelligent, but bad-tempered, jealous, and insecure. Ultraman is obsessed with Superwoman (Lois Lane), despite her disgust with him. Though she apparently hates him, Ultraman either convinced or coerced her into marriage. Superwoman carries out an affair with Owlman to show her contempt. As Ultraman and Owlman are rivals for the leadership of the Crime Syndicate, the illicit relationship between the pair has only heightened Ultraman's simmering hatred for Owlman. This explosive triangle has continued for years, though the three continue to work well together.

DIFFERENT POWERS

Over the years, although the Man of Steel has gone through many different incarnations, as well just as many alternate universe versions – anything from a Barbarian Superman to a Super-Batman – but in most depictions, he still had varying degrees of the same general power set – even in his Elseworlds incarnations. There have, however, been times when the mainstream Superman himself has either lost his powers, or had his traditional abilities supplemented or even replaced with different ones entirely. A few more notable examples are detailed here.

BLUE-ENERGY SUPERMAN PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	10	2	2	8	5	5	10

POWERS

Electro-Magnetic Control: Array *(44 points)*
• **Energy Blast:** Ranged Damage 19 • *38 points*
• **Energy Drain:** Weaken Electromagnetic Energy Powers 6, Broad (EM Energy), Concentration, Progressive • *1 point*
Flight: Flight 15 (64,000 MPH) • *1 point*
• **Growth:** Growth 8 • *1 point*
Phasing: Insubstantial 3, Concentration, Dynamic • *2 points*
• **Telekinesis:** Perception Range Move Object 19 • *1 point*
• **Teleportation:** Teleport 11 (8 miles), Accurate • *1 point*

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Farming 4 (+9), Expertise: Krypton 8 (+13), Expertise: Journalism 10 (+15), Ranged Combat: Energy Blast 8 (+10), Perception 8 (+13), Persuasion 8 (+18), Technology 3 (+8)

OFFENSE

INITIATIVE +2

Energy Blast +10	Ranged, Damage 19
Unarmed +11	Close Damage 3

DEFENSE

DODGE	10	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	10
WILL	15		

POWER POINTS

ABILITIES	30	**SKILLS**	26
POWERS	44	**DEFENSES**	20
ADVANTAGES	12	**TOTAL**	192

COMPLICATIONS

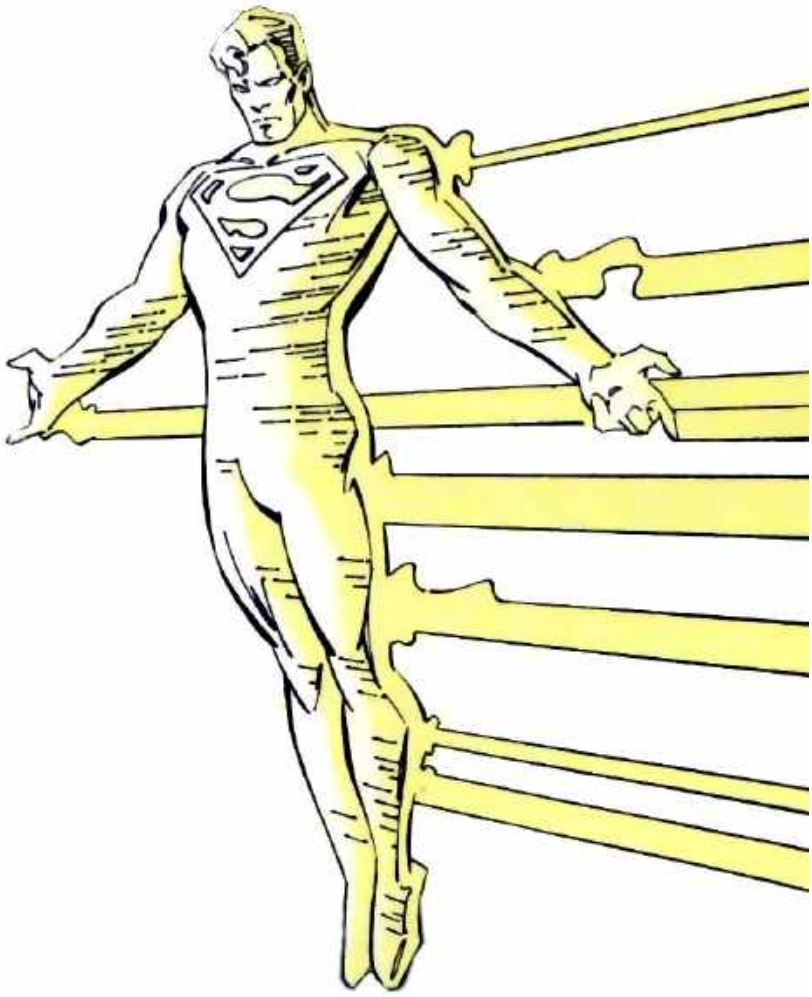
Containment Suit: Allows Superman to assume human form. Without the suit, Superman's energy will disperse, effectively killing him
Red and Blue Supermen: For a brief period, before his electro-magnetic powers finally faded for good, the Cyborg tampered with the Containment Suit, causing Superman split to into two energy beings, a red version and a blue one. Both beings had identical powers but took on different aspects of Superman's personality, the red version representing emotion and the blue the intellect

BLUE-ENERGY SUPERMAN

Blue Energy Superman: After completely burning out his solar reserve in the extended absence of solar radiation (after the attack of the Sun-Eater), and being the victim of a sorcerer's spell, that put him dimensionally 'out of phase' left him unable to regain his powers, Superman transported himself directly into the sun, in an effort to forcibly recharge his cells. Instead, he was transformed into an energy being, with control over Electro-Magnetic energies. The effect was not a stable one, leaving him completely without powers in his human form, as well as the necessity of his Containment Suit, to keep his atoms from dispersing in his energy form. He also soon developed the glitch of manifesting as two Supermen, whenever he activated his powers – a Red and a Blue Superman – with the Blue form reflecting his intellectual side, and the Red form his emotional side. One of the less popular incarnations of the Man of Steel, and his normal powers soon returned. **(Str14)**

HERALD OF GALACTUS

Herald of Galactus: Journeying to the Marvel Universe, investigating the possible death of Krypton at the hands of Galactus (a ruse by the villainous Cyborg-Superman), Superman was taken into service as Herald to the planet-killing space-god, raising his strength to 'sun-dipped' levels and gaining all the abilities of the Power Cosmic. In claiming Superman as Herald, Galactus imposed mind control to get his Kryptonian Herald to fulfill his duties, but Superman's repressed memories of Krypton's destruction, caused him to rebel the first time he led Galactus to an inhabited planet. **(Str350)**



SUPERMAN: HERALD OF GALACTUS PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	16	2	2	8	5	11	10

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*
Flight: Array *(30 points)*
• **Flight** 20 (2,000,000 MPH) • *30 points*
• **Quickness** 10, Speed 20 (2,000,000 MPH) • *1 point*
Heat Vision: Ranged Damage 20 (heat) • *40 points*
Invulnerability: Protection 4, Impervious Toughness 22; Immunity 10 (Life Support) • *37 points*
Super-Senses: Senses 20 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *20 points*
Super-Speed: Quickness 10 • *10 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str24; 400,000 tons) • *4 points*
The Power Cosmic: Array *(40 points)*
• **Cosmic Blast:** Ranged Damage 20 • *40 points*
• **Cosmic Senses**: Senses 27 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • 1 point
• **Healing:** Healing 20 • *1 point*
• **Matter Manipulation:** Transform 20 (anything into anything) • *1 point*

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Farming 4 (+9), Expertise: Krypton 8 (+13), Expertise: Journalism 10 (+15), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+21), Persuasion 8 (+18), Technology 3 (+8)

OFFENSE

INITIATIVE +2

Cosmic Blast +10	Ranged, Damage 20
Unarmed +11	Close Damage 20

DEFENSE

DODGE	12	**FORTITUDE**	17
PARRY	12	**TOUGHNESS**	20
WILL	15		

POWER POINTS

ABILITIES	136	**SKILLS**	26
POWERS	208	**DEFENSES**	20
ADVANTAGES	13	**TOTAL**	396

COMPLICATIONS

Relationships: As Herald, Superman's only contact is Galactus, although in the Marvel Universe he has contacts with both the Silver Surfer and the Fantastic Four.
Secret Identity: Superman has no Secret Identity in the Marvel Universe as he is believed to be just a comic-book hero.
Weaknesses: As Herald to Galactus, Superman is immune to Kryptonite, Red Sun radiation, and requires no yellow sun to fuel his powers

SUPERMAN: POWER OF THOR — PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	5	5	10

POWERS

Flight: Array *(30 points)*
• Flight 15 (64,000 MPH) • *30 points*
• Quickness 7, Stacks with Super-Speed; Speed 15 (64,000 MPH) • *1 point*
• Movement 15 (Space Travel) • *1 point*
Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4, Impervious Toughness 18; Immunity 10 (Life Support) • *32 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*

ADVANTAGES

Connected, Equipment 17, Extraordinary Effort, Inspire, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Farming 4 (+9), Expertise: Krypton 8 (+13), Expertise: Journalism 10 (+15), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+13), Persuasion 8 (+18), Technology 3 (+8)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged, Damage 15
Lightning +10	Ranged Damage 16
Mjolnir +11	Close Damage 21 Crit. 18-20
Mjolnir +10	Ranged Damage 21 Crit. 18-20
Shield (Close Combat) +11	Close Damage 20
Unarmed +11	Close Damage 19

DEFENSE

DODGE	10*/13	**FORTITUDE**	15
PARRY	10*/13	**TOUGHNESS**	18
WILL	15	*Without Shield	

POWER POINTS

ABILITIES	130	**SKILLS**	26
POWERS	120	**DEFENSES**	21
ADVANTAGES	25	**TOTAL**	322

COMPLICATIONS

Not Quite Worthy: Superman was only allowed to wield Mjolnir, and did not adapt Thor-regalia, godly traits or skills.
Weaknesses: Superman retained all of his normal Kryptonian weaknesses, while wielding Mjolnir.

HAMMER OF THOR

Mjolnir: Array (32 points), Easily Removable (-16 points), Feature 1 (Automatic Return after 1 round), Indestructible
• **Flight:** Flight 12 (8,000 MPH) • *1 point*
• **God of Thunder:** Environment 16 (Lighting, Rain, Thunder, Wind), Ranged Damage 16 • *32 points*
• **Hammer of Thor:** Strength-based Damage 2, Strength-based Ranged Damage 2, Improved Critical 2 • *3 points*
• **Spinning Shield:** Impervious Toughness 16, Limited to while spinning hammer • *1 point*
• **Traverse Dimensions:** Movement 3 (Dimension Travel), Increased Mass 5 • *1 point*

SHIELD OF CAPTAIN AMERICA

Shield of Captain America: Easily Removable (-2 points) Impervious Toughness 17, Indestructible • *15 points*
• **Blunt Weapon:** Strength-based Damage 1 • *1 point*
• **Thrown Weapon:** Strength-based Ranged Damage 1, Ricochet 3 • *4 points*
• **Defensive Weapon:** Deflect 7, Enhanced Defenses 6 (Dodge 3 and Parry 3) • *13 points*

POWER OF THOR

Power of Thor: During the Avengers/JLA crossover, Superman, briefly wielded both Captain America's Shield and Thor's Hammer – although the latter only conditionally, as he did not adapt Thor's appearance or dress, and did not gain Thor's physical traits or skills. He was also allowed only one strike, after which he was unable to lift the hammer a second time. **(Str100/350)**

LOIS LANE

Lois Lane: The daughter of General Sam Lane, Lois grew up as an "army brat" shuttled around to her father's various military postings. Her childhood honed her determination and hard-nosed edge, which she used to good advantage upon becoming a journalist.

As a reporter for the Metropolis *Daily Planet,* Lois already had a considerable reputation when she first met fellow reporter Clark Kent, and became famous as the first person publicly rescued by Superman. Lois' father firmly believed aliens like Superman represented a threat to Earth. This led to General Lane's involvement in attempts to discredit and destroy Superman. After a long and friendly rivalry, Lois and Clark dated and became romantically involved. Clark revealed to her that he was Superman before proposing marriage. Since then, Lois and Clark's marriage has had its share of difficulties, but their relationship remains strong. **(Str3)**

LOIS LANE	PL3 63 POINTS
Abilities: Str 0 **Sta** 1 **Agi** 2 **Dex** 2 **Fgt** 0 **Int** 2 **Awe** 3 **Pre** 3	
Advantages: Connected, Contacts, Improved Trip, Well-informed	
Skills: Athletics 3 (+4), Close Combat: Unarmed 3 (+5), Deception 4 (+7), Expertise: Journalism 11 (+13), Insight 6(+8), Investigation 4 (+6), Perception 4 (+6), Persuasion 4 (+7), Stealth 4 (+5), Technology 2 (+4), Vehicles 3 (+5)	
Offense: Initiative +1, Unarmed +5, Close Damage 0	
Defense: Dodge 5, Parry 4, Fortitude 3, Will 3, Toughness 1	
Totals: Abilities 26 + Powers 0 + Advantages 4 + Skills 24 + Defenses + 9 = 63	
Complications: **Relationships:** Lois is the wife of Superman, and has close contacts at the Daily Planet, including Perry White and Jimmy Olson. **Danger Prone:** Lois is a regular hostage/damsel in distress – she is somewhat danger-prone in addition to being extremely over-confident, which tends to find her in dangerous situations, falling out windows, etc.	

JIMMY OLSEN

James Bartholomew Olsen got his start at the *Daily Planet* as a copy boy, idolizing the work of reporters like Lois Lane. Eventually, Jimmy worked his way up to cub reporter and freelance photographer working for the *Planet*. During this time, he became acquainted with Superman, and was the first photographer to capture the Man of Steel's picture for the press. That earned **Jimmy Olson** a staff job at the *Planet* and the nickname "Superman's Pal."More than any of the Man of Steel's other friends, Jimmy has been through his share of dangers and strange transformations. In the end, he always returns to his normal, level-headed self. For those times when Jimmy gets in over his head, he has an ultrasonic signal watch able to alert Superman of the danger and his whereabouts.

JONATHON AND MARTHA KENT

As a young married couple in Smallville, **Jonathan and Martha Kent** were driving home to their family farm when they were witness to the arrival of the escape rocket carrying the infant Kal-El. Finding a helpless baby inside the rocket ship, Martha Kent immediately was taken with him. The Kents decided to adopt the boy, and named him "Clark" in honor of Martha's maiden name.

Ma and Pa Kent had a considerable influence on young Clark as he matured, teaching him their values and, later, as his Kryptonian powers began to emerge, teaching him restraint and responsibility. They helped Clark conceal

the truth about his origins, providing him with glasses made from lens from his rocket and later a costume made from blankets found in his ship, including his Kryptonian family crest.

The Kents remained a part of their son's life after he left Smallville to travel the world and eventually adopt the public persona of Superman. Jonathan Kent suffered a fatal heart attack during Brainiac's attack on the Kent farm, an attack made in retribution for Superman's defeat of the alien android. Martha Kent still lives on the farm in Smallville with Connor Kent (Superboy) and Clark's dog, Krypto.

KRYPTO THE SUPERDOG

Krypto is a Kryptonian canine with powers beyond the realm of mortal dogs. He possesses all of Superman's powers in canine proportions while under a yellow sun, and all of the Man of Steel's vulnerabilities. He is exceptionally intelligent, approaching or reaching human intelligence. Despite this, he's still a dog, with canine instincts and limitations. But he's a dog with heat vision, and that's pretty cool.

Krypto is totally devoted to Superman, Superboy and the rest of the Superman family. He was Jimmy Olsen's dog for a time, using the alias "Pal" to hide his identity. After a rocky start with Lois Lane, the two have come to appreciate and understand each other. Batman is also fond of him, sometimes borrowing the animal when his keen senses would be of use. After Krypto assisted Superman in a terrible battle against the superhuman Atlas, the citizens of Metropolis have come to view Krypto as a proud addition to their city. Though the Legion of Super-Pets isn't yet officially established as existing on Earth-0, Krypto was a founding member of previous versions. **(Str65/88)**

KRYPTO — PL12 - 243 POINTS

Abilities: **Str** 14 **Sta** 14 **Agi** 4 **Dex** 0 **Fgt** 6 **Int** -1 **Awe** 3 **Pre** 3

Powers: **Dog** (Shrinking 3, Innate, Normal Strength, Permanent); **Flight:** Array: Flight 15 (64,000 MPH), **AE:** Quickness 6, Stacks with Superspeed); **Heat Vision:** Ranged Damage 14 (heat), **Invulnerability:** Impervious Toughness 14; Immunity 10 (Life Support); **Super-Bite** Strength-based Damage 1) Tracking, Vision Penetrates Concealment (except lead) **Super-Senses** (Senses 18 (Acute and Extended Hearing, Acute and Extended Smell, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, **Super-Speed** (Quickness 8); **Super-Strength:** Enhanced Strength 4, Limited to Lifting (Lifting Str18; 6000 tons)

Advantages: All-out Attack, Close Attack, Interpose, Power Attack, Startle, Ultimate Effort (Toughness checks)

Skills: Athletics 8 (+22), Close Combat: Super-Bite 2 (+8), Intimidation 5 (+8), Perception 9 (+12), Ranged Combat: Heat Vision 8 (+8)

Offense: Initiative +4, Bite +9 (Damage 15), Heat Vision +8 (Ranged Damage +14), Unarmed +6 (Close Damage 14)

Defense: Dodge 10, Parry 10, Fortitude 14, Toughness 14, Will 6

Totals: Abilities 86 + Powers 124 + Advantages 6 + Skills 16 + Defenses 11 = 243

Complications: **Canine Limitations:** Krypto is a powerful, smart dog but he's still a dog. He can't talk, has no opposable thumbs and follows his animal instincts; **Bad Dog!:** Krypto is fiercely protective of Superman and his family. He often reacts violently when his loved ones are in danger; **Good Dog!:** Krypto is extremely loyal and devoted. He also likes kids and is generally good-natured; **Kryptonian:** Krypto is vulnerable to magic, red-sun radiation, and Kryptonite just like Superman. **Sun-Dipped Superdog:** Krypto's powers come from his body's ability to absorb the energy of Earth's yellow sun. By absorbing intense amounts of solar energy – such as he might receive by flying directly into the sun - Krypto can temporarily increase his powers. As a power stunt, he can 'push' his powers beyond their normal levels, while still on Earth, although this is dangerous because, after this boost, he becomes weakened in all powers and abilities by an amount equal to the boost he received, leaving him vulnerable.

DEATH OF SUPERMAN

After the **Death of Superman** at the hands of Doomsday, (See entry for: **Doomsday**), four beings appeared in Metropolis, each believed by some to be the Man of Steel Reborn. Although the real Superman eventually returned, these four are forever (for good or bad) associated with his name.

The Death of Superman left a wake, culminating in events that led to even more dire ramifications to the entire DC Universe, beginning when the villainous, and genocidal 'Cyborg Superman' (see below), destroyed Coast City, the home town of Earth's Green Lantern, Hal Jordan (See entry for: **Green Lantern**), facilitating Jordan's possession by the fear-entity, Parallax, which eventually culminated in a devastating universal 'Crisis-Event', that actually destroyed and then rebuilt all of reality, changing the Green Lantern Corps and the DC Universe forever.

In addition, besides establishing the Cyborg as an extremely powerful new villain, the "Reign of the Supermen!" storyline also introduced two long-standing super-hero characters, John Henry Irons, who would adapt the code-name Steel, and a new Superboy (See both entries below), who was in fact a partial clone of both Superman and Lex Luthor.

Both went on to become powerful and respected superheroes in their own right, always striving to live up to the selfless example set by the Man of Steel. Upon Superman's resurrection, he accepted both Steel and 'Kon-El' as bearers of his symbol, and part of the 'Superman Family'. The 'Cyborg-Superman', Hank Henshaw, remains one of his deadliest and most powerful arch-enemies.

Upon his return, Superman went through a rapid series of changes (see **Superman: 75 Years of Superman**), beginning with the shoulder-length long hair – apparently an homage to the Christ resurrection symbol – to the unfortunate fling with electrical energy-based powers (See entry for: **Superman: Blue Energy Form**) – all the while inevitably melding back into some of the more popular, traditional Pre-Crisis elements – everything from a Kryptonian cousin, Supergirl (as opposed to a shape-changing clone of an alternate reality's Lana Lang crossbred with an Earth-Born Angel – See entries for: **Supergirl**, and **Supergirl: Earth Angel**), as well as a Superdog (See entry for: **Superman: Krypto**). Perhaps most significantly, after the reality-altering events set in motion by his own death, Superman was actually once again born on Krypton, as opposed to a birthing matrix on Earth.

In fact, it was this second Crisis-Event – labeled 'Infinite-Crisis', set the pattern for a series of Crisis-Events, as nearly an editorial mandate, that has continued literally to this day. And all of it laid at the feat of the Death of Superman.

CYBORG-SUPERMAN

On Anti-Earth, young Thomas Wayne, Jr. saw his Astronaut Hank Henshaw suffered exposure to a lethal dose of cosmic radiation during a routine flight when a solar flare bathed his shuttle with radiation and destroyed his body but allowed his mind to survive and find refuge in a LexCorp computer mainframe. Discovering he could control technology, Hank created a robot body, and revealed himself to his wife, but the shock proved too much for her and she committed suicide.

With his burgeoning electronic status disrupting Earth's communications networks, Henshaw downloaded his consciousness into Superman's birthing matrix which he fashioned into a spaceship for himself and left to explore the galaxy.

Exploring various planets, Hank bonded with a multitude

of life-forms in his travels to learn more about their cultures and history. Hank finally arrived on a planet controlled by the alien warlord Mongol, whom he recruited as part of his plan to exact revenge against Superman.

Returning to Earth, Henshaw learned of Superman's death at the hands of Doomsday. Deciding to destroy the Man of Steel's reputation, Hank used genetic material from the birthing matrix and built himself a cyborg body. Claiming he was Superman, Henshaw installed an electronic warning device on Doomsday and imprisoned him in space.

When Mongul's spaceship arrived above Coast City to begin converting Earth into a new Warworld, Henshaw first prevented the Eradicator from stopping the destruction of the city and then convinced the White House that the Eradicator was responsible. Henshaw then launched a nuclear warhead toward Metropolis, but Superman, newly revived, stopped it. Superman defeated the cyborg by shattering his metallic body, but Henshaw's consciousness fled to a device he had secreted on Doomsday.

Escaping his imprisonment, Doomsday found his way to Apokolips, where Henshaw created a new body for himself and the two began a rampage on the planet until Darkseid captured Henshaw with his Omega Beams and imprisoned him in a small metallic orb to be used as a weapon against Superman, but eventually released Henshaw with the proviso that he would leave Apokolips and never return.

Henshaw then joined an intergalactic tribunal that was bringing Superman to trial for the crimes of his Kryptonian ancestors. Betraying them, Henshaw attempted to conquer their world and convert it into a new Warworld. When Superman revealed Henshaw's involvement in Coast City's destruction, the tribunal instead found the cyborg guilty of genocide and banished him beyond the event horizon of a black hole.

Henshaw was later discovered, by Hal Jordan, at the Source Wall. In their confrontation, Henshaw was torn apart by Hal's representations of the Coast City victims, and Henshaw's consciousness was absorbed into the Godwave. Surviving as part of the Godwave, Henshaw created a world made up of his memories. Superman encountered this world and Henshaw used those memories to torment the Kryptonian, but once again he was defeated. Unbeknownst to Superman, Henshaw had downloaded his consciousness into the Man of Steel's containment suit and returned with him to Earth where he created a new body and posed as an art teacher with the intention of starting a new life.

Despite this, Henshaw's hatred for Superman caused him to reveal his true identity, and his new body was destroyed in the inevitable conflict.

Having returned once again and in alliance with the Toyman, Hank devised a device to destroy Superman by dispersing the Kryptonian's energy across the galaxy, making it impossible for him to reform. The device malfunctioned, causing Superman to split into two personas, Superman Red and Superman Blue, with the former eventually defeating him. Returning to space, Hank discovered the home world of the android Manhunters. Gathering together deceased Green Lanterns, he used their rings and Kryptonian technology to upgrade the Manhunters into Highlords. Hal Jordan and Arisia combined the power of their rings with a Highlord and destroyed Hanks organic components along with most of the Manhunters' home world. The cyborg's remains were then imprisoned on Oa. Freed by the Sinestro Corps, Hank was made a herald of the Anti-Monitor with the understanding that he would be rewarded for his services with his greatest desire—a final death. Wielding ten Qwardian power rings, Hank led his Highlords to Earth and battled Superman again.

This time, Hank would have defeated Superman if Power Girl and Supergirl had not come to the Man of Steel's aid. In the final encounter with the Anti-Monitor, Hank was finally killed. Unfortunately, the Highlords, lost without their leader, retrieved a fraction of Hank's remains and funneled a massive amount of energy into it, returning Cyborg Superman to life. **(Str100/350)**

CYBORG-SUPERMAN PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	7	2	4

POWERS

Cyberpathy: Array (38 points)
• **Cyberpathy:** Perception ranged Communication (Mental) 9, Limited to Machines, Comprehend 2 (Machines) • *38 points*
• **Machine Animation:** Summon 8 (120 points), Mental Link, Ranged, Broad Variable Type (Machines), Limited to animating machines within range • *1 point*
• **Electronic Consciousness:** Immortality 20, Limited to having an electronic device to transmit consciousness into • *20 points*
Flight: Array (30 points)
• **Flight:** Flight 15 (64,000 MPH) • *30 points*
• **Space Flight:** Movement 1 (Space Travel) • *1 point*
• **Speed:** Speed 15 (64,000 MPH) • *1 point*
Heat Vision: Ranged Damage 15 • *30 points*
Invulnerability: Protection 2, Impervious Toughness 16, Immunity 7 (Cold, Heat, Pressure, Radiation, Suffocation (All), Vacuum) • *25 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment (except lead)) • *15 points*
Super-Speed: Quickness 8 • 8 *points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str 23; 200,000 tons) • *4 points*
Technomorph: Array (39 points)
• **Arm Blaster:** Ranged Damage 19, Variable Descriptor (Electromagnetic) • *39 points*
• **Arm Snare:** Cumulative Affliction 15 (Hindered and Vulnerable, Defenseless and Immobile) Extra Condition, Resisted by Dodge, Limited Degree • *1 point*
• **Claws:** Penetrating 19 on Strength damage • *1 point*

ADVANTAGES

Benefit 10 (Grandmaster of the Highlords), Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+11), Deception 8 (+12), Ranged Combat: Technomorphed Weapons 8 (+11), Perception 9 (+11), Technology 9 (+16)

OFFENSE

INITIATIVE +2

Blaster +11	Ranged Damage +19
Unarmed +11	Close Damage 19

DEFENSE

DODGE	14	**FORTITUDE**	15
PARRY	14	**TOUGHNESS**	16
WILL	14		

POWER POINTS

ABILITIES	116	**SKILLS**	19
POWERS	214	**DEFENSES**	31
ADVANTAGES	13	**TOTAL**	393

COMPLICATIONS

Cyborg: Cyborg Superman's body is largely mechanical, and cannot heal normally.
Obsession: Cyborg Superman is driven by his hatred to destroy Superman
Power Loss: Because of his Kryptonian biological parts, Cyborg Superman loses his powers under a red sun. Other effects draining or interfering with the energies of the yellow sun can also deprive him of his powers. The powers affected this way are Flight, Super-Senses, Super-Speed, and Super-Strength.
Weakness: Cyborg Superman suffers from a weakness to kryptonite due to his Kryptonian DNA, the radioactive remains of the planet Krypton. Kryptonite comes in a number of forms. Green kryptonite is by far the most common. Its radiation saps his Strength, Flight, Super-Senses, Super-Speed, and Super-Strength, leaving him impaired, disabled, and eventually debilitated in terms of Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large enough amount) imposes the dying condition and may lead to death.

THE ERADICATOR

The device that would become known as the Eradicator was originally built by an ancient race to preserve their culture. The device, accompanied by an exploration team of its creators, arrived on Krypton. Kem-L, an ancestor of Superman, killed the explorers and reprogrammed the device to preserve his ideal of Kryptonian culture by eradicating all others. One of the explorers, the Cleric, survived Kem-L's slaughter, and he left Krypton, taking the Eradicator with him.
For 200,000 years the Cleric kept the Eradicator with him until they were both discovered by Superman on Warworld. The Eradicator acted to protect Krypton's last son, so the Cleric gave it to Superman, and then died.
Returning to Earth with Superman, the Eradicator caused a number of bizarre events. Superman threw the device into the frozen wastes of Antarctica, where it built

the Fortress of Solitude. Mentally possessing two scientists, the Eradicator forced them to build a portal to the Phantom Zone through which it drew Kryptonian artifacts to the Fortress. When Superman found that one of his ancestors had created the Eradicator to preserve Kryptonian culture, it tried to transform the Earth into New Krypton, erasing Superman's memories until Professor Hamilton restored them. Superman pursued the Eradicator into the Phantom Zone and learned from a projection of Kem-L that the House of El could issue commands to the device, but first had to endure a rite of passage. Completing the ritual, Superman ordered the Eradicator to shut down and stored it in his fortress.

Later, the Eradicator reactivated and altered Superman's personality to resemble a "perfect Kryptonian." Regaining his senses when he tried to kill Ma and Pa Kent, Superman the Eradicator into the sun, where its physical form was destroyed. Its psyche survived in energy form and it attempted to convert the sun into a red dwarf like that of Krypton. Superman again foiled the Eradicator's plan, with Professor Hamilton's assistance.

On Superman's demise at the hands of Doomsday, the Eradicator used the stored ambient solar energy in the Man of Steel's body to create a pseudo-organic body for itself, but the process led it to believe that it was actually Superman reborn.

This new Eradicator was extremely sensitive to normal light, and had to wear protective goggles to see clearly. The Eradicator returned to Metropolis, and even met with Lois Lane, but told her he was unable to continue their relationship as the Kent aspect of his personality had been destroyed, leaving only Superman.

Trying to prevent the destruction of Coast City by an alien spacecraft, Eradicator faced Cyborg Superman and was severely injured. Taken to the Fortress of Solitude, it learned its true identity from the servitor robots who aided it. By this time, the real Superman had been revived, and the Eradicator joined him in his battle against Cyborg Superman. Eradicator was seemingly killed when trying to shield the Man of Steel from a kryptonite-charged energy blast delivered by the cyborg.

Following this death, the Eradicator was delivered to S.T.A.R. Labs, where it merged with Dr. David Connor, who was dying of cancer. The new Eradicator joined the Outsiders and even worked with Superman on occasion. Connor struggled to control the Eradicator's cultural preservation program, but still couldn't prevent the death of his wife and the abandonment of his children.

The original Eradicator program still secretly existed in the Fortress of Solitude, and after the Fortresses' destruction, the program again tried to brainwash Superman via a figurine Lois Lane had salvaged from the ruins. When the primary program fused the ashes of the Fortress into a colossal Kryptonian warsuit, Connor allowed himself to be absorbed into the structure and merged with the original program. Suffering from a multiple personality disorder, the Eradicator program struggled with Connor's humanity for control of the warsuit. Connor finally gained the upper hand and blasted off into space, vowing never to return to Earth.

During its travels through the void, Connor's consciousness was subsumed into the primary program. Now insane, the Eradicator returned to Earth, bent on convincing Earth's populace to repent their sins.

Superman realized that the only way to help Connor was to somehow separate his personality from the Eradicator program. Unable to find a way to achieve his goals, Superman immobilized the Eradicator in an absolute zero staging area in John Henry Irons' Steelworks.

Freed from this prison by super-villains, the Eradicator was "jokerized" and went on a lunatic rampage until faced by Superman and Krypto. The shock of discovering Krypto's extra-dimensional origin was enough to re-establish the Eradicator's original cultural preservation programming. To prevent the Eradicator from killing Krypto, Superman placed the Eradicator in suspended animation.

The Eradicator has since reached balance with itself, and adopted a new humanoid form, one that wears robes resembling those of the Science Guild on Krypton, and aims to assist humanity. **(Str100/350)**

ERADICATOR PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	14	2	2	8	5	3	2

POWERS

Energy Blast: Ranged Damage 16, Variable Descriptor (any energy) • *34 points*

Flight: Array (30 points)

- **Flight:** Flight 15 (64,000 MPH) • 30 *points*
- **Space Flight:** Movement 1 (Space Travel) • *1 point*
- **Speed:** Speed 15 (64,000 MPH) • *1 point*

Invulnerability: Protection 4; Impervious Toughness 18; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *27 points*

Super-Senses: Senses 15 (Acute and Extended Hearing, Detect 2 (extra dimensional beings, mental), Detect 2 (extra dimensional gateways, mental), Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment (except lead)) • *19 points*

Super-Speed: Quickness 12, Limited to mental tasks 4 • *10 points*

Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str 23: 200,000 tons) • *4 points*

ADVANTAGES

Close Attack 3, Connected, Equipment 3, Improvised Tools, Inventor, Leadership, Power Attack, Skill Mastery (Technology

SKILLS

Close Combat: Unarmed 1 (+9), Expertise: Krypton 12 (+17), Expertise: Scientist 7 (+12), Ranged Combat: Energy Blasts 8 (+10), Perception 8 (+11), Technology 8 (+13)

OFFENSE

INITIATIVE +2

Energy Blast +10	Ranged, Damage 16
Unarmed +8	Close Damage 9

DEFENSE

DODGE	10	**FORTITUDE**	15
PARRY	10	**TOUGHNESS**	18
WILL	12		

POWER POINTS

ABILITIES	110	**SKILLS**	22
POWERS	126	**DEFENSES**	20
ADVANTAGES	7	**TOTAL**	285

COMPLICATIONS

Obsessed: Eradicator is obsessed with preserving the culture and knowledge of the planet Krypton, no matter how little of it remains.

Power Loss: Eradicator loses his powers under a red sun. Other effects draining or interfering with the energies of the yellow sun can deprive him of his Energy Blast, Flight, Super-Senses, Super-Speed, and Super-Strength.

Vulnerability: Eradicator is as vulnerable to magic as anyone else. His Toughness is not Impervious against magical attacks. **Weakness:** Eradicator has a weakness to kryptonite, the radioactive remains of the planet Krypton. Kryptonite comes in a number of forms. Green kryptonite is by far the most common. Its radiation saps his Strength, Flight, Super-Senses, Super-Speed, and Super-Strength, leaving him impaired, disabled, and eventually debilitated in terms of Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large enough

STEEL

John Henry Irons was a brilliant heavy weapons-systems designer for the ruthless AmerTek Company until he realized the projects he was working on, the BG-90 and a flying armor prototype, were being used in a way with which he disagreed. Faking his own death, he moved to Metropolis to start afresh and became a construction worker—a new life that would have ended quickly if not for Superman saving John from a fall.

During Superman's disastrous clash with Doomsday John Henry tried to assist the stricken hero, but was buried alive when a building he was working on collapsed. Freeing himself, he pledged that he "must stop Doomsday." He created a suit of powered armor and took to the skies to continue Superman's work as Steel. Though he never claimed to be Superman, Lois Lane did at one point consider that John Henry might be housing Superman's soul.

At first, Steel focused his attentions on stopping the distribution and misuse of the BG-90, but soon become involved in assisting a resurrected Superman against Cyborg Superman's plan to convert the Earth into a new Warworld. John Henry left Metropolis and returned to Washington D.C., reuniting with his family and continuing his war against the gangs who were using his weapon designs.

Much to Irons' regret, his nephew Jamahl was a member of one of the gangs and was paralyzed by a stray bullet during a confrontation. Embittered by his disability, Jamahl revealed Steel's secret identity to Hazard. In a final conflict with a cyborg created by Hazard, Steel teleported his armor away, revealing his identity to the world at large. The Irons family was harassed by neighbors, assaulted by mobs and finally threatened by Dr. Polaris, until they went into hiding.

After battling a monstrous animated form of his powered armor, John Henry relocated to New Jersey with his niece Natasha and built a less powerful version of his armor. After joining the Justice League at the behest of Batman, Steel faced many foes with that team. When he revealed that he had known Superman's true identity for some time, the two became sometime partners.

During the Imperiex War, Steel was mortally wounded

and delivered by the Black Racer to Apokolips, where he was placed into the Entropy Aegis.

The Aegis proved to be a curse when it was discovered that it was consuming Steel's soul. Eventually freed from the Apokoliptian armor, John Henry retired. During his retirement, John Henry built a new Steel armor for his niece Natasha to continue his legacy.

Steel put on his armor once again to assist the JLA against the Secret Society of Super-Villains, even though by this time he had become quite tired of the narcissistic mindset of most modern heroes. He argued with Natasha on the subject and tried to prevent her from joining the Teen Titans, going so far as to dismantle her armor. Natasha left John Henry and went straight into the clutches of Lex Luthor's Everyman Project.

In an attempt to repair their relationship, John Henry approached Luthor to find out where he was hiding the girl. When Irons threatened to kill Luthor, Natasha came to Luthor's aid, attacked her uncle and sent him flying into Metropolis Bay. John Henry returned to his Ironworks and built a new suit of armor for Natasha, but recognized that events were too far gone for such a simple solution to create any real change in their relationship. Returning to active duty, Steel soon learned that Luthor was able to negate any power granted by the Everyman Project. He shared his discovery with the Teen Titans and they began investigating the project, learning the Everyman powers were only temporary. By this time, Natasha had come to her uncle with her own suspicions. Working as a double agent, she was captured by Luthor. Steel led the Titans on an open assault of LexCorp. Luther, who had gained powers similar to Superman with the Everyman Project process, attacked John Henry but Natasha used an electromagnetic pulse from Steel's Kinetic Hammer to nullify Lex's powers and incarcerate him. **(Str45)**

STEEL PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	3	1	2	7	10	4	3

POWERS

Man of Steel armor: Communication (Radio) 3 (Area, Selective, Subtle); Enhanced Strength 8; Flight 10 (2,000 MPH); Immunity 13 (Computer Viruses, Fortitude-based Mind Control Afflictions, Life Support); Impervious Protection 7; Sustained Impervious Protection 4, Limited to Physical Damage; Senses 7 (Direction Sense, Distance Sense, Infravision, Low-light Vision, Radio, Time Sense, Ultravision); Removable (-19 points) • *74 points*

Kinetic Hammer: Array (30 points), Feature 1 (Remote Controlled), Removable (-6 points)

- **EMP:** Close Burst Area Nullify 10, Broad (Electronics),Simultaneous • 30 *points*
- **Electromagnetic Sensors:** Sense 7 (Detect EM Energy, Accurate, Acute, Analytical, Radius, Ranged) • *1 point*
- ***I*nertial damage field:** Ranged Damage 14 • *1 points*

ADVANTAGES

Close Attack 3, Connected, Equipment 3, Improvised Tools, Inventor, Leadership, Power Attack, Skill Mastery (Technology)

SKILLS

Expertise: Weapon Systems 10 (+20), Intimidation 6 (+9), Perception 3 (+7), Ranged Combat: Hammer 8 (+10),Technology 10 (+20), Vehicles 3 (+5)

OFFENSE

INITIATIVE +10

Kinetic Hammer +10	Close, Damage 14
Kinetic Hammer +10	Ranged, Damage 14
Unarmed +10	Close Damage 11

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	14/10*
WILL	12	*Against energy attacks.	

POWER POINTS

ABILITIES	87	**SKILLS**	23
POWERS	61	**DEFENSES**	16
ADVANTAGES	26	**TOTAL**	203

COMPLICATIONS

Responsibility: Steel feels personally responsible for any of his Inventions, and will do what it takes to stop them from being used inappropriately.

Stepping in: Steel first stepped up to the plate when Superman was killed by Doomsday, and continues to step up despite his personal health or well-being..

SUPERBOY

When Superman was believed killed by Doomsday, Project Cadmus attempted to replace him with a clone, grown from a combination of human DNA and artificially created Kryptonian genes. The resulting "Experiment 13" escaped from Cadmus and tried to replace Superman on his own.

Superman eventually returned, and Superboy (as he became known) moved to Hawaii, where he was a local hero for a time. He had further brushes with the experiments of Project Cadmus, and dealt with a rogue organization known as the Agenda, which created the clone Match.

Superboy was one of the founding members of Young Justice, where he met his friends Robin (Tim Drake), Impulse and Wonder Girl. He later became one of the first members of a new team of Teen Titans, alongside Robin, Impulse (later Kid Flash) and Wonder Girl. He has saved the world on a number of occasions, been to the future and various parallel worlds, and even died for a thousand years and been reborn.

Superman gave the young man the Kryptonian name "Kon- El" and the secret identity of "Connor Kent," Clark Kent's cousin, and considers him family. Superboy has worked to live up to the legacy of the Man of Steel, including attending high school in Smallville and living with Martha Kent on the family farm. He has his work cut out for him—especially since he learned his human DNA came from none other than Superman's arch-foe Lex Luthor! Superboy works to be true to his heroic heritage and to make his own destiny in the world. **(Str9/75)**

TACTILE TELEKINESIS

Superboy's tactile telekinesis appears to be superhuman strength (along with invulnerability and flight) but also allows him to do some things sheer strength cannot. He can disassemble machines and other objects he is touching simply by willing it, extend the protection of his telekinetic field over someone else, or project force down into the ground to create a powerful shock wave. He relies less on leverage or physical movement to exert strength.

Superboy's other powers come from his Kryptonian DNA and are similar to Superman's. They are powered by the energy of a yellow sun, and include his heat vision as well as portions of his strength, speed and his invulnerability.

Superboy's powers are still maturing along with the rest of him. His Extraordinary Effort advantage reflects a knack for developing impressive power stunts in times of stress, as well as coming through at the last minute to snatch victory from the jaws of defeat.

Among other things, Superboy has displayed the potential for ranged telekinesis, freezing superbreath, and the power to adapt his telekinetic field to shield himself from magic, among other effects.

SUPERBOY PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	12	3	4	4	1	6	10

POWERS

Flight: Array (26 points)
• Flight 13 (30 miles per round) • *26 points*
• Speed 13 (30 miles per round) • *1 point*
Heat Vision: Ranged Damage 12 (heat) • *24 points*
Invulnerability: Protection 5, Impervious Toughness 12; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *22 points*
Super-Senses: Senses 7 (Acute and Extended Hearing, Extended Vision 3, Infravision, Ultra-Hearing) • *7 points*
Super-Speed: Quickness 6 • *6 points*
Super-Strength: Enhanced Strength 3, Limited to Lifting (Lifting Str18; 6,000 tons) • *3 points*
Tactile Telekinesis: Array (15 points), Alternate Effects of Strength Damage, Feature 1: Can exert Strength without moving • *1 point*
• **Disassemble:** Transform 5 (assembled into disassembled), Continuous • *1 point*
• **Shield Others:** • Protection 15, Affects Others Only • *1 point*
• **Shockwave:** • Burst Area Affliction 12, Extra Condition, Limited Degree (Resisted by Fortitude; Dazed and Vulnerable, Stunned and Defenseless), Limited (Superboy and targets must be touching the ground) • *1 point*

ADVANTAGES

All-out Attack, Extraordinary Effort, Move-by Action, Second Chance (resist mind control), Taunt

SKILLS

Close Combat: Unarmed 5 (+9), Deception 4 (+6), Insight 4 (+6), Perception 6 (+8), Ranged Combat: Heat Vision 7 (+9)

OFFENSE

INITIATIVE +10

Heat Vision +9	Ranged Damage +12
Unarmed +9	Close Damage 15

DEFENSE

DODGE	9	**FORTITUDE**	13
PARRY	9	**TOUGHNESS**	15
WILL	11		

POWER POINTS

ABILITIES	76	**SKILLS**	13
POWERS	93	**DEFENSES**	24
ADVANTAGES	5	**TOTAL**	211

COMPLICATIONS

Identity: Conner Kent, Smallville High School Student.
Relationship: Conner has been romantically involved with Cassie Sandsmark (Wonder Girl).
Secret: His connection to Lex Luthor sometimes makes Superboy doubt himself.
Weakness: Kryptonite leaves Superboy impaired, disabled, and eventually debilitated in terms of Strength and powers. His condition becomes dying after a few minutes of exposure.

SUPREME

Supreme is a Superman-analogue created by Rob Liefeld, with two distinct and dramatically different histories. Supreme's original origin was told through the investigation of a reporter named Maxine Winslow. As the story unfolds, it is learned that in 1937, a man named Ethan Crane shot and killed two men in retaliation for the rape of a 15 year-old girl. Crane was subsequently shot by two police officers, but he survived and was sentenced to life in prison. He gained his powers in prison, when the government offered him a chance to participate in an experiment to enhance humans in which the six previous human guinea pigs had died. Unfortunately, Crane perished like the others, but unlike the others, he came back to life.

The outside world was strange and new to him. Making his way to a church, Crane found sanctuary given by Father Beam, and soon discovered some of his new abilities. He took the name "Supreme," and upon hearing about the ongoing war in Europe, he decided to do his part. Not much was revealed about Supreme's work in World War II, but it is known that he joined the Allies. After the war ended, Supreme felt that he had done his part, playing a Good Samaritan to society, and left Earth. In reality, the accidental death of Father Beam at his hands drove him away.

Supreme spent decades in space, fighting against various threats on the side of an alien race known as the Katellans He eventually returned to Earth in 1992 to find a greatly changed society, complete with genetically enhanced super-powered humans that could be found in teams like Youngblood and Heavy Mettle. Supreme became the field team leader of Heavy Mettle for a short while, but soon left the position after defeating the villain, Khrome.

When Supreme fought Thor over the possession of Mjolnir, another character by the name of Enigma acquired an alternate version of Supreme from an alternate timeline, to be kept in storage in case Supreme was defeated. Supreme eventually appeared to die in battle with Lord Chapel, but he actually ended up stranded on an alternate Earth. There, he spent several years until the alternate Supreme, removed from this reality by Enigma, returned and was overpowered by the original Supreme. The original Supreme managed to switch bodies with the alternate Supreme, thus restoring his powers.

After a number of events involving Probe (Supreme's daughter from the future), and Enigma, the original Supreme, the alternate Supreme, Probe, and Enigma all teamed together in order to defeat the evil Norse god Loki, whose machinations had been the cause of the various shifts between realities. In the end, while Probe remained on the alternate Earth, Supreme returned to Earth. **(Str125)**

REAL NAME: ETHAN CRANE
OCCUPATION: EDITOR, ARTIST, SUPERHERO
BASE: OMEGAPOLIS, EARTH **AFFILIATION:** NONE
HEIGHT: 6' 5" **WEIGHT:** 250 LBS
EYES: BLUE **HAIR:** WHITE

SUPEREME PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
20	16	2	2	8	5	5	10

POWERS

Flight: Array *(30 points)*
• Flight 15 (64,000 MPH) • *30 points*
• Quickness 7, Stacks with Super-Speed; Speed 15 (64,000MPH) • *1 point*
• Movement 15 (Space Travel) •*1 point*
Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4, Impervious Toughness 20; Immunity 10 (Life Support) • *34 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead' • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str24; 400,000 tons) • *4 points*

ADVANTAGES

All-out Attack, Connected, Eidetic Memory, Extraordinary Effort, Inspire, Inventor, Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 2 (+12), Expertise: Science 8 +13), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+13), Persuasion 8 (+18), Technology 8 (+13)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged Damage +15
Unarmed +12	Close Damage 20

DEFENSE

DODGE	10	**FORTITUDE**	20
PARRY	10	**TOUGHNESS**	20
WILL	12		

POWER POINTS

ABILITIES	140	**SKILLS**	21
POWERS	124	**DEFENSES**	19
ADVANTAGES	10	**TOTAL**	314

COMPLICATIONS

Arrogant: The early version of Supreme was colossally arrogant, believing himself a god, far above almost all other beings, and expected to be treated like it.
Relationships: Supreme's closest relationship is with his wife, Diana Dane. He is also close with his sister, Sally (Suprema). Radar, the Hound Supreme, is a loyal friend.
Religious Zealot: The Pre-Retcon Supreme was also fanatically religious, seeing himself as an instrument of God's punishment and vengeance.
Responsibility: Supreme feels a strong sense of responsibility to use his powers for the benefit of all.
Secret Identity: Ethan Crane, mild mannered artist for Dazzle Comics
Retroactive History: The shifting realities that changed Supreme's origin altered his stats subtly. The original Supreme does not have Inspire, or Inventor, and is –3 to intelligence.

SUPERMAN ANALOGUE

Supreme, most particularly in his second incarnation, is a deliberate Superman-clone. The listed stats primarily reflect a Post-Ret-Con Supreme, which is specifically based on a Pre-Crisis Superman – scaled down to fit modern reality – but the substitution of any of the different incarnations for Superman would be perfectly acceptable, minus Kryptonian-oriented drawbacks – Red Sun radiation, Kryptonite, vulnerability to magic, etc. – with a few more added Supreme-oriented skills and complications.

ALAN MOORE'S SUPREME

Alan Moore was asked by Rob Liefeld to write further adventures of Supreme. Moore agreed, on the condition that he could throw out everything previously done with the character.

This new version of Supreme was a more direct Superman analogue - he had a secret identity as Ethan Crane, a mild-mannered artist for Dazzle Comics, who received his powers as a result of a childhood exposure to a meteorite composed of pure Supremium, a meta-element that can alter reality. When not saving the world as the archetypal superhero, Crane illustrated the adventures of Omniman, a Supreme-like character undergoing a re-launch with a change of writers, including a Lois Lane analogue, 'Diana Dane', whose growing romance with Crane was often threatened after he would "get all weird and run away" - prompting attempts to reconnect with her as Supreme (after arranging a meeting as Ethan), giving her a tour of the Citadel to give her ideas for Omniman.

Supreme's previous history was explained when Supreme returned to Earth from space and discovered that, not only was he living in the most recent "revision" of reality, as it is an ever-changing story, but that there had been many previous versions of himself. Retired Supremes lived in another reality, dubbed the "Supremacy" by its inhabitants, an afterlife for characters whose stories had come to an end. Supreme first suffered from amnesia, but quickly learned that his returning memories were "backstory" that was gradually being filled in. As Supreme's memories "returned," the flashback sequences to Supreme's childhood and previous adventures were told in the style of different periods from comics' history.

Supreme now also had a sister with identical powers, Suprema, and a super-powered dog, Radar the Hound Supreme, who was as intelligent as a human being, though he still very clearly had a canine mindset; these two characters were clear references to Superman's cousin Supergirl and his dog, Krypto.

Darius Dax was also introduced as a Lex Luthor-styled evil genius who begrudged Supreme. Dax died twice in the series. The first time, he died in prison of lymphatic cancer caused by exposure to Supremium. Before he died, Dax transferred a copy of his consciousness to "micro-machines, no bigger than dust mites" which he concealed in a book. He mailed this book to Judy Jordan (a Lana Lang analog) just before his death. When she opened the book, Judy inhaled the dust and the copy of Dax's consciousness was transferred into her brain after her own personality was erased.

Dax used Judy's body to trick Supreme and trap him in his own prison. Dax went on to abandon Judy's body in favor of a super-powered android body. Still unable to beat Supreme, he merged the android body with Supremium, but died again after he merged with the Supremium...only to become the Supremium Man, returning to Earth twice, and finally melting into a lump of Supremium - by an astonishing twist of fate, the very lump which landed as a meteor and gave Supreme his powers in the first place.

After Darius Dax died, he was sent to a place similar to the Supremacy, called Daxia. Every version of Dax before him lived in Daxia, The combined intellect of the Daxes let him cheat death once more and return to the land of the living, certain to eventually return to plague Supreme once more.

Following the defeat of Darius Dax, Supreme would find an ember of Judy Jordan's consciousness still in her body, which he then transferred to an android, Suprematon. Her new artificial body was endowed with superpowers, but Judy found trouble adjusting to another body and, having missed the last 20 years of her life. S-1, the only other sentient Suprematon, would confess his love for Judy. S-1 changed his name to Talos, and the two were married by Supreme in the Flying Citadel.

The new super-couple left Earth behind in order to find an uninhabited planet on which to live.

PERSONALITY

Supreme was originally violent, and egotistical for a Superman archetype, but he was rebooted by Alan Moore to pay more direct tribute to the classic Silver Age Superman mythos.

From the beginning, Superme's continuity varied from story to story; at one point, he was an extremely religious angel of vengeance, who cited Scripture to justify his violent actions. At other times, Supreme considered himself to be a god, especially after defeating the Norse God of Thunder, Thor and claiming his mystical hammer, Mjolnir.

POWERS AND ABILITIES

Supreme possess tremendous physical strength and durability, as well as the ability to fly at great speed, and travel unprotected in open space. He has high-intensity heat beams which he can fire from his eyes, and can use his Superbreath as either a force attack or as a super-freezing attack.

In the rebooted version, Supreme also possesses a super-intellect and advanced scientific knowledge (the Pre-Retcon Supreme has INT 2, AWE 2). The Post-Retcon version also has extensive contacts and popularity that the arrogant and violent Pre-Retcon version did not.

SUPREMA

The biological future daughter of Glory and Supreme, 'Probe' (although she believed she was a test tube baby until Glory told her the truth) was erased from reality in the reboot, although she still exists in the Supremacy.

In her place, Supreme's sister, Sally Crane, is **Suprema**. When Darius Dax merged with the Supremium, he fell through a crack in reality, emerging in the past, on Sally's birthday, in front her house. Her proximity gave her white hair, and she later learned she had similar powers as well.

When Supreme left Earth, Suprema took over in his absence. When Gorrl, the Living Galaxy, came seeking revenge against Supreme and couldn't find him, he threatened to absorb the Milky Way unless he was given a 'companion'. Suprema volunteered if Gorrl would spare the galaxy. Gorrl took her to the edge of a black hole where time passed more quickly, so it was 30 years before, Supreme finally came to rescue her - convincing Gorrl a human companion was unsuitable. Gorrl allowed her to leave and she was able to return home. **(Str90)**

SUPREMA PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	12	2	2	8	5	10	10

POWERS

Flight: Array *(30 points)*
- Flight 15 (64,000 MPH) • *30 points*
- Speed 15 (64,000 MPH) • *1 point*
- Movement 1 (Space Travel 1) • *1 point*

Heat Vision: Ranged Damage 14 (heat) • *28 points*

Invulnerability: Protection 4, Impervious Toughness 16; Immunity 10 (Cold, Heat, Pressure, Radiation, Vacuum) • *30 points*

Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*

Super-Speed: Quickness 8 • *8 points*

Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str21; 50,000 tons) • *4 points*

ADVANTAGES

Attractive, Defensive Attack, Move-by Action, Interpose, Power Attack

SKILLS

Close Combat: Unarmed 5 (+9)), Perception 8 (+10), Persuasion 6 (+9), Ranged Combat: Heat Vision 8 (+10)

OFFENSE

INITIATIVE +2

Heat Vision 10	Ranged, Damage 14
Unarmed +9	Close Damage 17

DEFENSE

DODGE	10	**FORTITUDE**	16
PARRY	10	**TOUGHNESS**	16
WILL	10		

POWER POINTS

DODGE	10	**FORTITUDE**	16
PARRY	10	**TOUGHNESS**	16
WILL	10		

COMPLICATIONS

Enemies: Darius Dax.

Secret Identity: Sally Crane. In her normal identity, before gaining powers Sally had **STR** 0, **STA** 0, **FGT** 2, and **AWE** 3 with corresponding adjustments to her skill ranks and defenses

SWAMP-THING

Alec Holland, a brilliant plant biologist, was working alone in the Louisiana swamps on a bio-restorative formula designed to turn deserts into lush forests. In an effort to steal the formula, rivals planted a bomb in Holland's lab. Covered with burning chemicals from the explosion, Dr. Holland ran from the lab before collapsing into the waters of the swamp.

From where Alec Holland fell, a humanoid form made up of swamp plants arose. Initially, the "**Swamp Thing**" (as it was known) thought it *was* Alec Holland, transformed by the bio restorative formula and the explosion. In fact, the Swamp Thing later learned that Alec Holland's death—death by fire and burial in the swamp—was merely part of an ages old process to create a mystical plant elemental. Holland was the physical template, and the Swamp Thing possessed some of his memories and personality, but it was a new entity. Other plant elementals have existed throughout history, many eventually retiring to become a part of the Parliament of Trees, their minds and spirits active in the Green (the collective essence of all plant life) while their physical forms become rooted.

Dwelling in the swamps of Houma, Louisiana, the Swamp Thing became a protector against various forces—mystical, infernal, and mortal—that threatened the Earth. He clashed with Anton Arcane, and met and fell in love with Arcane's niece Abigail. After many challenges, the couple was eventually married. **(Str32)**

PERSONALITY

Swamp Thing is a kind and gentle soul at heart, but still has many of the memories and feelings of the man Alec Holland. He is sometimes caught between his human and elemental natures and their conflicting tendencies. He is fiercely protective of those he cares about, as well as the environment and the Green as a whole, but also understands the value and potential of human life and has opposed efforts to limit or wipe out humanity. He prefers peaceful solutions, but will not hesitate to use force if necessary.

POWERS AND ABILITIES

The Swamp Thing is a plant elemental, technically a disembodied spirit capable of inhabiting plant life and creating a humanoid body for himself out of plants. His inhuman nature makes Swamp Thing extraordinary strong and resistant to harm. His Immunity effect makes him immune to the same things as plants; thus Swamp Thing isn't affected by diseases, toxins or other hazards that affect animal life. Likewise he doesn't need oxygen to breathe, but does need carbon dioxide. His plant complication likewise makes him vulnerable to the same things as plants.

He can control the growth of plants and animate and control them. The Swamp Thing's spirit form can travel anywhere there is plant life, reconstituting a body out of the plants at his destination, even on other planets with plant life (and, occasionally, other time periods). This is how he "teleports" and is also the source of his Immortality (if his body is destroyed, he can just make another one). He sometimes exercises the bio-chemical abilities of plants to produce scents, pollens or even fruits with specific properties, from influencing insect life to causing allergic reactions or even introducing psychotropics into someone's system. Most of these abilities are power stunts of the Swamp Thing's Plant Control array.

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REAL NAME: NONE, FORMERLY ALEC HOLLAND
OCCUPATION: PLANT ELEMENTAL
BASE: HOUMA, LA **AFFILIATION:** PARLIAMENT OF TREES
HEIGHT: 7' **WEIGHT:** 350 LBS
EYES: RED **HAIR:** NONE

SWAMP-THING PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
9	15	0	0	2	-4	2	11

POWERS

Plant Control: Array *(45 points)*
• **Control Plants:** Burst Area Move Object 15 • *45 points*
• **Entangling Plants:** Ranged Burst Area Affliction 15 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree •*1 point*
• **Plant Growth:** Environment 15 (Impede Movement 1, Visibility 1, Continuous) • *1 point*
Plant elemental: Immortality 19; Immunity 10 (see **Powers &abilities**); Impervious Toughness 12 • *60 points*
Sense the Green: Senses 3 (Environmental Awareness, Acute, Analytical) • *3 points*
Travel through the Green: Teleport 14 (Accurate, Easy; Limited to Extended, Medium: Plants); Space Travel 3 (Medium: Plants) • *45 points*

ADVANTAGES

Favored Environment (When surrounded by plant life), improved Hold, Plant Empathy**As Animal Empathy, but with plants.

SKILLS

Close Combat: Unarmed 6 (+8), Expertise: The Green 12 (+16), Insight 4 (+11), Perception 8 (+15)

POWERS

Entangling Plants	Ranged, Burst Area Affliction 15, Dodge DC 25
Unarmed +8	Close Damage 9

DEFENSE

DODGE	8	**FORTITUDE**	15
PARRY	8	**TOUGHNESS**	15
WILL	15		

POWER POINTS

ABILITIES	84	**SKILLS**	15
POWERS	155	**DEFENSES**	22
ADVANTAGES	3	**TOTAL**	279

COMPLICATIONS

Elemental: A mystic elemental, Swamp Thing has a responsibility to the Green.
Plant: Swamp Thing is made up of plants and is affected by anything that affects plants
Relationship: Swamp Thing has a wife (Abby) and a daughter (Téfe).

TARZAN

Deep in the savage African jungle, the infant John Clayton, the orphaned child of the Lord and Lady Greystoke, was adopted and raised by the fierce she-ape, Kala, of the tribe of Kerchak. There he had to learn the secrets of the wild to survive – how to talk with animals, to swing through the trees, and fight against the great predators of the jungle.

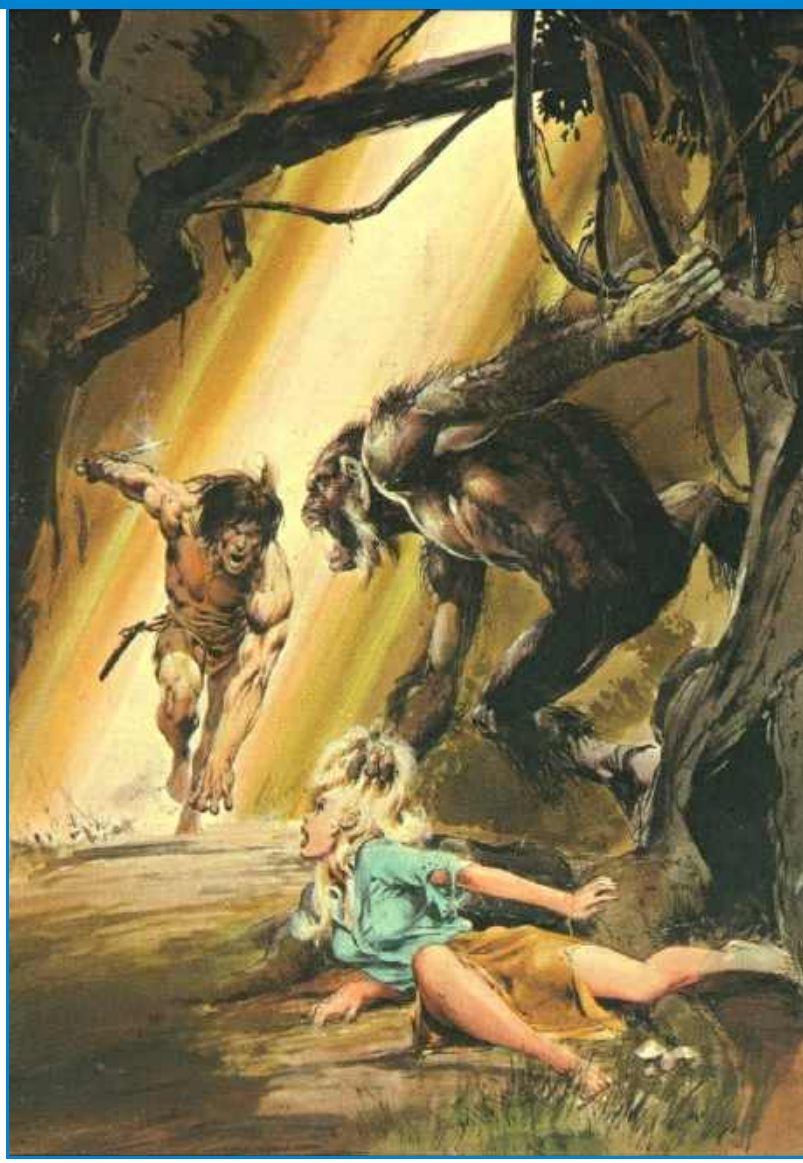
Named, **'Tarzan'** in the language of the great apes, he grew to the strength and ferocity of his fellow apes. And in time, his human intelligence promised him the kingship of the tribe. He became truly Lord of the Jungle.

Then men entered his jungle, bringing with them the wanton savagery of civilized greed and lust, and bringing also young Jane Porter, the first white woman Tarzan had ever seen. Now suddenly Tarzan had to choose between two worlds.

Unfortunately, the other suitor for Jane's hand was his own cousin, William Cecil Clayton, who had also claimed Tarzan's title as the Earl of Greystoke.

Believing it was Jane Porter's wish to be the Lady of Greystoke, and believing himself too much a wild beast to be Lord Greystoke himself, Tarzan kept his true birthright secret.

It was only after his cousin's unfortunate death, that Tarzan claimed both his birthright, and Jane's hand. The two were finally married and moved the Greystoke estate to Africa, where they had a son, Jack – Korak the Killer – and despite Tarzan's many adventures and cross-country journeys, remained together ever since. **(Str14)**



PERSONALITY

Tarzan retains some of his noble heritage, even though his upbringing was that of a wild beast. His wild training did, however, serve to leave him completely absent of the pettiness that dominates much of human behavior, leaving him unabashedly, and brutally honest, as well as utterly fearless. Tarzan has strived to learn and adapt the ways of civilized men, but is never more than a breath away from the naked savage that killed lions in barehanded combat and would rip your throat out with his teeth.

POWERS AND ABILITIES

Tarzan has the survival abilities of a jungle creature from birth, as well as highly developed senses of hearing and smell. He has the acrobatic ability of a monkey and strong enough to break a gorillas (or a lion's) neck in a full nelson. He has near-metahuman endurance and tolerance for pain and discomfort.

Beyond his physical prowess is his laser-quick mind that allowed him to survive and adapt in the wild, as well as learning to read completely on his own. But far beyond his skill with human languages, Tarzan also grew up speaking the language of the apes, as well as many other creatures (or lost human civilization) throughout the jungle. He can easily recruit herds of charging elephants, rhino, and other herd animals, gangs of great apes, and even prides of lions, not to mention the local native human tribes.

Tarzan is also skilled with the tools and weapons of the African tribes, including knives, bows, lassos, and spears. He has also been trained in the use of firearms and swords.

REAL NAME: JOHN CLAYTON
OCCUPATION: EARL OF GREYSTOKE, LORD OF THE JUNGLE
BASE: AFRICA **AFFILIATION:** WAZURI
HEIGHT: 6' **WEIGHT:** UNREVEALED
EYES: BLUE **HAIR:** BLACK

TARZAN PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	4	7	7	12	3	8	8

POWERS

Lord of the Jungle: Enhanced Skills 6 (Acrobatics 2, Survival 2, Stealth 2, Limited to Jungle environments), Enhanced Skill 6 (Persuasion, Limited to Animals), Movement 4 (Safe Fall, Sure-Footed 2, Swinging) • *20 points*

EQUIPMENT

Bow: Ranged Damage 5 • *5 points*
Knife: Strength-based Damage 2 • *2 points*
Spear: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Close Attack 5, Defensive Roll 4, Diehard, Equipment 2, Improved Critical (Bow, Knife, Spear), Improved Initiative, Instant Up, Languages 3 (Myriad of both human and animal languages), Power Attack, Uncanny Dodge

SKILLS

Acrobatics 9 (+16), Athletics 12 (+16), Close Combat (Unarmed) 4 (+16), Expertise (Jungle) 13 (+16), Expertise (Survival) 13 (+16), Insight 4 (+12), Intimidate 12 (+22), Investigate 4 (+7), Perception 6 (+14), Persuasion 4 (+12), Ranged Attack (Thrown Weapons) 4 (+13), Stealth 8 (+15)

OFFENSE

INITIATIVE +10

Bow +11	Ranged, Damage 5, Crit. 19-20
Knife +17	Close, Damage 6, Crit 19-20
Spear +11	Ranged, Damage 7, Crit. 19-20
Unarmed +17	Close Damage 4

DEFENSE

DODGE	15	**FORTITUDE**	9
PARRY	15	**TOUGHNESS**	8/4*
WILL	12	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	106	**SKILLS**	47
POWERS	15	**DEFENSES**	20
ADVANTAGES	17	**TOTAL**	205

COMPLICATIONS

Relationships: Tarzan is closest to his wife, Jane, but he has multiple contacts both human and animal. His closest friend is Lt. Phillip D'Arnot, and he is King of the Wazuri Tribe. La, High Priestess of Opar, is a sometime villain, is also a contact, as is nearly every animal in the jungle – particularly apes, elephants, and the black-maned lion, J'ad Bal Ja.
Responsibility: Tarzan considers the jungle his personal responsibility
Temper: Tarzan is known for his Berserker rages.

JANE PORTER

Tarzan and Jane are one of the classic love-stories, as familiar as Romeo and Juliet. **Jane Porter** was the very model of early 20th century virtue and propriety, the perfect woman to be swept away by the primitive jungle savage.

While Jane spent most of her early years as a helpless damsel in distress, her time as the wife of Tarzan of the Apes toughened her up and she eventually became a capable adventurer in her own right, her natural courage combining with experience to give her a cool head in a crisis.

Jane is devoted to her family, her husband and son, as well as her doddering old father. She is also schooled in etiquette, which is helpful for Lady Greystoke, especially considering the Lord Greystoke was raised by apes. **(Str3)**

JANE PORTER — PL3 27 POINTS

Abilities: **Str** -1 **Sta** 0 **Agi** 1 **Dex** 1 **Fgt** 0 **Int** 1 **Awe** 1 **Pre** 1

Advantages: Attractive, Benefit 2 (Lady of Greystoke)

Skills: Insight 4 (+5), Perception 4 (+5), Persuasion 5 (+17), Stealth 4 (+6)

Offense: Unarmed 0, Close Damage -1

Defense: Dodge 4, Parry 3, Fortitude 1, Will 5, Toughness 0

Totals: Abilities 6 + Powers 0 + Advantages 3 + Skills 8 + Defenses +10 = 27

Complications: **Relationships:** Jane is the wife of Tarzan, mother of Korak, and is close friends with Phillip D'Arnot **Responsibility:** Being Tarzan's wife makes her both the Lady of Greystoke and Queen of the Jungle, and she takes both seriously.

KORAK

Jack Clayton was the son of Tarzan and Jane. He was kidnapped and taken to Africa, where he escaped and was taught the ways of the jungle by the faithful ape, Akut, taking the name **Korak**, the 'Killer" in the language of the Great Apes. As a teen, Korak rescued Meriem, a pretty Arab girl, from a beating, and the two of them lived wild in the forest for years before being separated. They eventually reunited and married, having children of their own – a son, Jackie, and a granddaughter, Dawn. Korak was a worthy heir to the Lord of the Jungle, but was less savage and more civilized than his father. **(Str10)**

KORAK — PL9 140 POINTS

Abilities: **Str** 3 **Sta** 4 **Agi** 6 **Dex** 6 **Fgt** 10 **Int** 3 **Awe** 6 **Pre** 6

Powers: **Jungle Man:** Enhanced Skills 6 (Acrobatics 2, Survival 2, Stealth 2, Limited to Jungle environments), Enhanced Skill 6 (Persuasion, Limited to Animals), Movement 4 (Safe Fall, Sure-Footed 2, Swinging) – *20 points*)

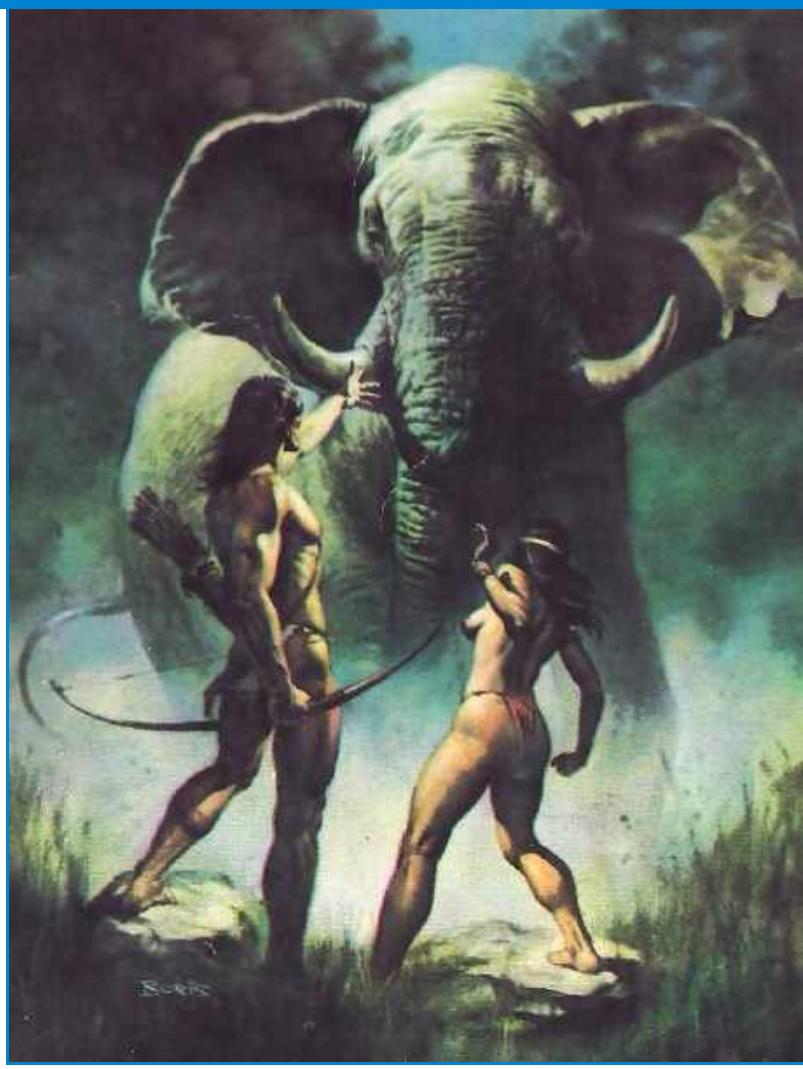
Advantages: Agile Feint, All-out Attack, Animal Empathy, Close Attack 4, Defensive Roll 4, Diehard, Improved Critical (Knife), Improved Initiative, Instant Up, Languages 3 (Myriad of both human and animal languages), Power Attack, Uncanny Dodge

Skills: Acrobatics 8 (+14), Athletics 10 (+13), Close Combat (Unarmed) 4 (+14), Expertise (Jungle) 10 (+13), Expertise (Survival) 10 (+13), Insight 4 (+10), Intimidate 9 (+15), Investigate 4 (+7), Perception 6 (+14), Persuasion 4 (+10), Ranged Attack (Thrown Weapons) 4 (+10), Stealth 8 (+14)

Offense: Unarmed +16, Close Damage 3

Defense: Dodge 12, Parry 12, Fort 8, Will 8, Toughness 8/4

Totals: Abilities 44 + Powers 20 + Advantages 20 + Skills 41 + Defenses +14 = 140



JUNGLE ANIMALS

Tarzan is 'Lord of the Jungle' and has used most jungle creatures as allies or minions at one time or another.

ELEPHANT — PL10 92 POINTS

Abilities: **Str** 10 **Sta** 9 **Agi** 0 **Dex** 1 **Fgt** 4 **Int** -4 **Awe** 1 **Pre** -2

Powers: **Largest Terrestrial Animal:** Growth 8 (Innate; Permanent) Protection 1, **Senses 3** (Low-Light Vision, Scent, Track), **Trample:** Area Damage 10 (Limited to targets underfoot), **Tusks:** Strength-based Damage 4, **Trunk:** Extra Limb 1 (trunk)

Advantages: All-out Attack, Great Endurance, Power Attack

Skills: Close Combat (Tusks) 2 (+6), Perception 6 (+7), Expertise (Survival) 4 (+2)

Offense: Initiative +0, Trample +4 Area (Close, Damage 10), Tusks +6, Close Damage 14

Defense: Dodge 0, Parry 0, Fortitude 9, Will 3, Toughness 10

Totals: Abilities 42 + Powers 35 + Advantages 3 + Skills 6 + Defenses + 6 = 92

It is one of the legends among the denizens of the African jungle that Tarzan of the Apes made friends with 'Tantor' the **elephant**. It is unknown how, but many nights, the ape-boy could be seen riding through the moonlit jungle, resting comfortably across Tantor's mighty back. Tarzan's friendship apparently extended to all elephants, rather than any particular individual, and continued on to his adulthood. Tantor is a good minion animal for Tarzan to call upon should any be about. **(Str38)**

LION — PL9 51 POINTS

Abilities: **Str** 7 Sta 4 **Agi** 3 **Dex** 1 **Fgt** 6 **Int** -3 **Awe** 1 **Pre** 0

Powers: **Growth** 2 (Innate; Permanent, –1 active defenses included), **Senses 2** (Low-Light Vision, Scent), Protection 2, **Claws:** Strength-based Damage 2

Advantages: All-out Attack, Fast Grab, Improved Hold (Claws), Power Attack

Skills: Close Combat: Claws 3 (+9), Perception 5 (+6), Stealth 8 (+11)

Offense: Initiative +0, Claws +9, Close Damage 9

Defense: Dodge 6, Parry 6, Fortitude 6, Will 3, Toughness 6

Totals: Abilities 30 + Powers 10 + Advantages 4 + Skills 8 + Defenses + 8 = 51

Tarzan's relations with **lions** tended to be less than congenial. He did, however, bond with the great Golden-maned lion, Jad Bal Jah, and has been known to coordinate with other lions briefly, usually for mutual benefit. **(Str22)**

GORILLA — PL7 53 POINTS

Abilities: **Str** 7 **Sta** 5 **Agi** 3 **Dex** 1 **Fgt** 6 **Int** -2 **Awe** 1 **Pre** -1

Powers: **Growth** 4 (Innate; Permanent) Protection 1, **Senses 2** (Low-Light Vision, Scent,)

Advantages: Fast Grab, Improved Grab, Improved Hold

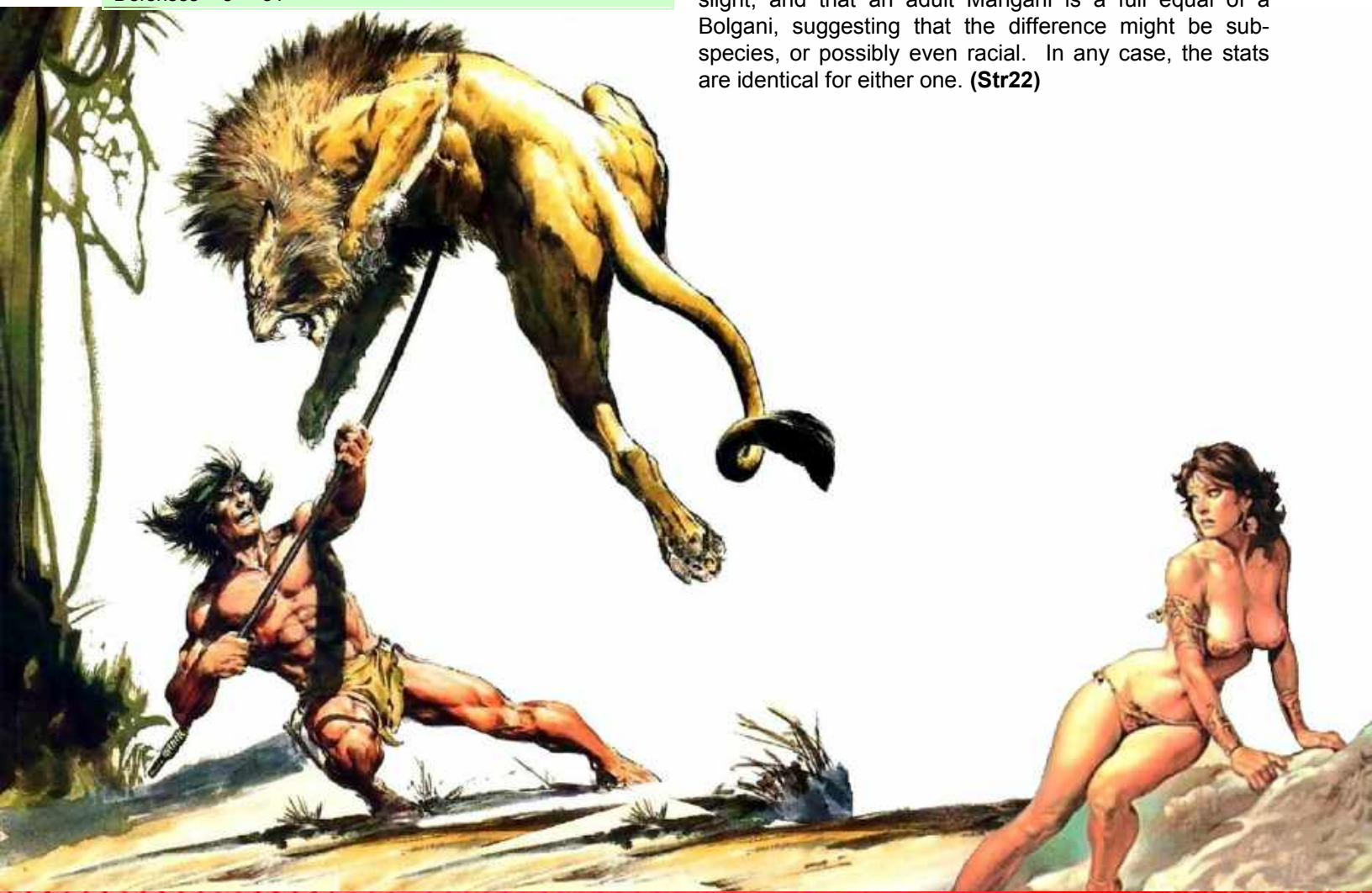
Skills: Athletics 6 (+12), Perception 6 (+7), Expertise (Survival) 4 (+2)

Offense: Initiative +3, Unarmed 6, Close Damage 7

Defense: Dodge 4, Parry 4, Fortitude 7, Will 2, Toughness 6

Totals: Abilities 24 + Powers 12 + Advantages 3 + Skills 6 + Defenses + 6 = 53

Tarzan is generally associated with **Gorillas**, although the tribe of '**Mangani'** that Tarzan grew up with, were identified as a separate species from the Bolgani' or Gorilla. The difference between the two is described as slight, and that an adult Mangani is a full equal of a Bolgani, suggesting that the difference might be sub-species, or possibly even racial. In any case, the stats are identical for either one. **(Str22)**



TERMINATOR

The **Terminator,** T-800 Series Model 101, is an infiltration unit, a cybernetic organism sent back in time from a post-apocalyptic future in an effort to carry out missions of either infiltration or assassination. It is living tissue such as skin, hair, eyes, and fingernails grown over a seemingly indestructible robot skeleton. In times of extreme combat the metal skeleton can be seen where patches of skin have been destroyed.

The T-800 Terminator was sent back from a future where machines became artificially intelligent. A program of artificial intelligence, known as Skynet developed by Cyberdine systems, was incorporated into a United States military program. However, Skynet had been gaining more and more control and ultimately had access to every computer on the planet. Once fully activated, Skynet, acted systematically to eliminate what it perceived as the only true threat: human beings themselves. It launched nuclear weapons, killing approximately 3 billion people in the initial attack and started a new war between man and machine.

However, the humans united under a leader John Connor, and beat back the machines. In desperation, Skynet sent a T-800 Terminator back in time to kill John Connor's mother, Sarah, before John was born. In a counter move, John Conner sent back a soldier named Kyle Reese to protect Sarah. Falling in love with Sarah, Reese became John's father, and died defending Sarah from the Terminator. Sarah survived and went into hiding. **(Str27)**

PERSONALITY

The T-800 Terminator is relentlessly and single-mindedly focused on accomplishing its programmed mission. The Terminator is a machine and has no true emotions but, as an infiltration unit, it is programmed to learn mannerisms and personality quirks of the humans it observes – usually bits of slang and one-liners. The T-800 assigned to protect John Conner developed personality traits mimicking paternal affection but this was also a result of its programming, as it said itself, it was incapable of such things.

POWERS AND ABILITIES

The T-800 is combat android of great strength and extraordinary durability. Its computer mind is a learning neural processor, capable of retaining detailed files. A Terminator also possesses high-level sensory equipment, including infrared vision. The T-800's robot body is covered in living human tissue, a camouflage that was discarded after this model in favor of the 'liquid metal of the T-1000 model. It may mimic different human voices and other sounds.

REAL NAME: T-800 TERMINATOR UNIT
OCCUPATION: INFILTRATION/ASSASSINATION
BASE: MOBILE
AFFILIATION: SKYNET
HEIGHT: 6' 2"
WEIGHT: 275 LBS
EYES: BLUE (RED)
HAIR: BROWN

TERMINATOR PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	-	5	5	10	8	4	0

POWERS

Cyborg: Protection 9, Impervious Toughness 9, Immunity 30 (Fortitude) • *49 points*
Sensory Systems: Sensors 8 (distance sense, time sense, analytical vision, extended vision, dark vision, infrared vision) • *8 points*
Computer Mind: Mental Quickness 6 • *6 points*
Voice Manipulation: Feature 1 (mimicry) • *1 point*

EQUIPMENT

Pistol: Ranged Damage 3 • *3 points*
Shotgun: Ranged Damage 5 • *5 points*

ADVANTAGES

Close Attack 3, Diehard, Eidetic Memory, Equipment 2, Fearless, Improved Aim, Improved Critical (Guns), Power Attack, Tracking

SKILLS

Athletics 8 (+17), Expertise: Infiltration 8 (+16), Insight 4 (+8), Intimidation 12 (+12), Investigation 8 (+18), Perception 4 (+8), Ranged Combat: Guns 8 (+13), Technology 8 (+16), Vehicles 8 (+13)

OFFENSE

INITIATIVE +5

Pistol +13	Ranged, Damage 3
Shotgun +13	Ranged, Damage 5
Unarmed +13	Close Damage 8

DEFENSE

DODGE	6	**FORTITUDE**	Immune
PARRY	8	**TOUGHNESS**	9
WILL	Immune		

POWER POINTS

ABILITIES	80	**SKILLS**	34
POWERS	63	**DEFENSES**	1
ADVANTAGES	12	**TOTAL**	190

COMPLICATIONS

That's All He Does: The Terminator will relentlessly pursue its target regardless of obstacles or damage.

TERMINATOR UPGRADES

The T-800 was obsolete, almost from its inception, as Skynet devised ever-more technologically advanced killing machines.

T-1000: In a second retroactive assassination attempt, Skynet sent back a new model, a T-1000 when John was ten, and the humans again sent back a T-800 series Model 101 that Connor captured and re-programmed to protect his younger self. This new terminator had abandoned the human-tissue covering (although this technology was apparently retained for time-traveling purposes, as there is a glitch in Skynet's time-machine that 'nothing dead will go') – incorporating instead the vastly superior 'liquid metal' – allowing the T-1000 to morph into any shape it sampled by physical contact, as well as melt back together after being blown to bits. The T-800 despite being an obsolete model, completed its mission destroying the T-1000, and consequently self-terminated to eliminate any trace of the Terminator's possible future. This was heartbreaking for John, for whom the unfeeling machine had become a father-surrogate.

T-X: When he was a young adult, believing he had averted Judgment Day, John Conner fell off the grid, and Skynet, sent back an even more advanced Terminator model to kill his lieutenants. This time they sent a T-X, programmed for cybernetic combat. "An anti-terminator terminator", that possessed the ability to control other machines, as well as armed with a particularly large hand-cannon.

In a devastating blow in the future war, John himself had just been killed by a T-800 Terminator, that had been chose, despite its obsolescence due to John's childhood father-figure association. John's wife and chief lieutenant, Katherine, in a retroactive attempt to save her husband, reprogrammed the T-800 who had killed him and sent it back in time to protect both John and her own younger self.

The T-800's mission of protection nearly failed, however, while battling the T-X, when the more advanced model was able to reprogram the T-800 for assassination. The reprogrammed cyborg nearly killed John, but due toe conflicting mission objectives. John convinced it that it

was about to fail its mission, causing the T-800 power down and reboot. In a final stand, it held off the T-X long enough for John to escape to safety in a fallout shelter. The T-800 warned that "We will meet again" before terminating the T-X and itself in the process. This final retroactive attack on John happened immediately before Judgment Day, the day when the bombs finally fell

SARAH CONNER

SARAH CONNER — PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	1	3	3	4	1	2	2

EQUIPMENT

Shotgun: Ranged Damage • *5 points*
Pistol: Ranged Damage • *3 points*

ADVANTAGES

Attractive, Defensive Roll 3, Equipment 2, Ranged Attack 2

SKILLS

Athletics 4 (+4), Close Combat: Unarmed 4 (+8), Expertise: Survival 6 (+7), Insight 3 (+5), Perception 7 (+11), Persuasion 4 (+6), Ranged Combat: (Guns) 6 (+9), Vehicles 4 (+7)

OFFENSE

INITIATIVE +4

Pistol +9	Ranged, Damage 3
Unarmed +8	Close Damage 1

DEFENSE

DODGE	5	**FORTITUDE**	3
PARRY	6	**TOUGHNESS**	4/1*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	34	**SKILLS**	19
POWERS	0	**DEFENSES**	12
ADVANTAGES	8	**TOTAL**	73

COMPLICATIONS

Enemy: Skynet, Terminators
Relationships: Kyle Reece saved her from the first Terminator, and left her with a son, John Conner – destined to lead humanity to victory over the machines.
Traumatic Foresight: Sarah is haunted by visions of the Terminator Apocalypse she is trying to both survive and prevent.

Sarah Connor was a 19-year-old waitress living in L.A. when, one night, seemingly out nowhere, she was attacked by the first of the Terminators. Sarah was saved by a young soldier, named Kyle Reese, who told her he was sent by her unborn son from the future and that she had been targeted for termination. Reece managed to protect Sarah from the dogged T-800, but ends up being fatally wounded himself. Sarah was left pregnant with Reece's child and bearing the knowledge of the impending nuclear 'Judgment Day' and the war against the machines.

After Reece's death, Sarah went into hiding, learning tactics of war and survival from anyone she could. But in her determination to somehow avert Judgment Day, she bombed a computer factory and was arrested, deemed criminally insane, and thrown into a mental hospital. She escaped with the aid of her son John, now twelve years old – and who was now being chased by an advanced Terminator (the T-1000) himself. John was also accompanied by a second, reprogrammed Terminator sent to protect him by John himself in the future, and who aided them against the relentless T-1000.

Tracking down the supposed inventor of the Skynet program, Sarah continued her efforts to prevent the impending Judgment Day. By, destroying the Cyber-dine building, along with the remains of all three Terminators, she managed to avert – or at least delay

– the nuclear war and the war against the machines.
When she eventually succumbed to terminal leukemia she had at least lived long enough to see the original 1997 "Judgment Day" pass without incident. She was cremated in Mexico. Her ashes were spread at sea while a casket containing a cache of weapons was placed for John to find at a false grave site in accordance with her will, never truly believing that they had beaten Skynet, even at the end. **(Str6)**
NOTE: In "Terminator: The Sarah Connor Chronicles" timeline - picks up after "Terminator 2: Judgment Day" and splits the timeline away from "Terminator 3: Rise Of The Machines". Sarah and John continue with their lives on the run, changing schools and towns all the time until they are approached by the cyborg, Cameron – modeled as a teen-aged female - in Red Valley, New Mexico. Cameron is assigned to protect Sarah and John, and helps them by traveling to 2007 via time machine. There Sarah, Cameron, John, and Derek Reese (Kyle Reese's older brother) try and find ways to stop Skynet from ever being built. From Cameron, she learned of the her future death from cancer as she finds herself not only trying to continue her missions to prevent Skynet's birth and preparing John's future role, but also preventing her own death as well.

JOHN CONNER

John Conner was born when his mother Sarah was hiding off the grid after the attack of the first Terminator. Sarah had left comfortable living behind in order to keep John safe and to prepare him for his future role as the leader of the human resistance in the war against the machines. John spent his early years learning about weapons, computer technology and espionage.
When Sarah Conner was captured after attempting to blow up the Cyberdyne research facility in the early 1990s, John was seized by social workers who told him that his mother's stories of a post-apocalyptic future were delusions. Sarah was sent to a mental institution and John to foster parents. Unable to believe his mother was crazy, John became a juvenile delinquent. But when he was twelve, he was confronted with the T-1000 Terminator that was sent to kill him. Realizing his mother's stories were true, John and his protector, a reprogrammed T-800, helped Sarah escape from the mental institution.
During their time, together John projected paternal emotions upon T-800 (nicknamed "Uncle Bob"), and grieved once the T-900 was destroyed along with the T-1000 and all of Cyberdyne's research, so that its technology would not be discovered and used by others.
After August 29th, 1997 came and went with no Judgment Day, Sarah Conner died of Leukemia, and John continued to live off the grid. In 2004, he crossed paths with Katherine "Kate" Brewster, John's future wife, and first lieutenant, who had likewise been targeted for termination by the new model Terminator-killing T-X. Both John and Kate were saved by another reprogrammed T-850 who revealed that Judgment Day had not been prevented but merely delayed. Although John and Kate attempted to halt the nuclear war, they were instead trapped in an underground bunker where they were kept safe as Judgment Day came at last. It was via the working radios in this bunker that John began his career as a military leader, now realizing he must cope with the changes to the future he was not prepared for
NOTE: In "Terminator: The Sarah Connor Chronicles (alternate timeline):" two years after Cyberdyne Systems' destruction, John meets a beautiful girl named Cameron Phillips, only later to be discover her to be a Terminator reprogrammed to protect him and his mother from a T-888. Learning that the Judgment Day was postponed to April 21, 2011, Cameron led John and his mother to a bank, the Security Trust of Los Angeles, where The Resistance hid components of an isotope-fueled weapon and a time displacement device. Using the time machine, John, Sarah and Cameron traveled forward to 2007 where they can completely off the grid from Skynet and the country's law enforcement agencies so they can concentrate on preventing Skynet's birth.

TERMINUS

Millennia ago, the extraterrestrial Terminex race came into conflict with the Celestials and were exterminated. Before they perished, however, they engineered a life form--the Termini--that would extract their revenge on the Celestials and sent it into space.

Terminus begins as a microbe (Stage 1). When it finds an inhabited planet, native lifeforms ingest the microbes and change into robot versions of themselves (Stage 2). The robots ingest metal and radioactive material, which provide material and fuel to grow into larger robots (Stage 3). Several Stage 3 robots then merge together to form a Terminus (Stage 4). When two Stage 4 Termini encounter each other, one will ingest the other and become an Ulterminus (Stage 5).

The first Terminus took shape on an unknown world. It then embarked on its mission to find inhabited planets and extinguish all life on them. The exact number of planets is unknown, but after destroying Arianis Major, Terminus fired a beam at Earth.

A century later, the beam reached its target. It etched a message in the planet's surface in letters a half mile wide: "I claim this world -TERMINUS." The Fantastic Four encountered an alien scientist who had been Terminus's slave but who had angered him and been punished. Before he died, he revealed Terminus's history and nature. The FF located Terminus as he prepared to ravage Earth. Reed Richards managed to plant an inertia-canceling gizmo on him, which sent him to the center of the Earth.

Working its way back to the surface, Terminus created some stage 1 microbes and released them near an active volcano. It summoned its lance and finally reached the surface, but Quasar and Spider-Man sent it into a solar orbit outside the ecliptic, where it could not reach Earth. Quasar also teleported its lance to the outer reaches of the solar system.

Meanwhile, the stage 1 Termini reached the surface, infecting several animals and humans, which progressed to stages 2 and 3. While The Avengers fought these robots, Thor found Terminus floating in space but a biological attack incapacitated him. Terminus used Thor's hammer, Mjolnir, as a power source to rebuild his lance and traveled to Earth.

The stage 3 Termini had now become a new stage 4, like the original Terminus - the two fought and the old Terminus consumed the new one, creating a stage 5 Ulterminus. Returning to its original mission, it prepared to destroy Earth. The Avengers were unable to stop it. Thor, however, recovered and mystically recalled Mjolnir (still inside Terminus) - Terminus along with it.

Without its power source, Terminus was forced to convert its own mass into energy. Feeding on itself, it became a singularity (black hole) and vanished, seemingly destroyed. **(Str600)**

PERSONALITY

Terminus has all the charm of a raging hurricane. It views planets and their inhabitants as mere resources that he can exploit to its own ends. The fact that it must destroy a world to mine its resources causes Terminus no angst whatsoever. Imagine the most evil entrepreneur and strip mine operator you can. That's Terminus.

REAL NAME: TERMINUS
OCCUPATION: SCAVENGER, BIO-WARFARE WEAPON
BASE: MOBILE **AFFILIATION:** NONE
HEIGHT: 500' (VARIES) **WEIGHT:** 1700 TONS (VARIES)
EYES: UNREVEALED **HAIR:** UNREVEALED

TERMINUS PLX2/PL19

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
26	26	-3	0	12	12	15	15

POWERS

Energy Lance: Array (56 points), Easily Removable (-22 points) • *34 points*

• **Disruption:** Burst Area 3 Damage 27 (Burst Area 27, Damage 27) • *54 points*

• **Flight**: Feature (independent flight), Flight 18 (Limited to Energy Lance), Movement 1 (space travel 1, Limited to Energy Lance) • *1 point*

• **Plasma Generation:** Ranged Damage 27 • *1 point*

Exoskeleton Armor: Growth 30 (Limited: ranks over 16 do not increase STR or STA), Immunity 30 (Fortitude), Impervious Toughness 23 • *111 points*

Flight: Flight 18 (Space Travel 10), Teleport 25 • *86 points*

ADVANTAGES

All-Out Attack, Assessment, Connected, Contacts, Eidetic Memory, Fearless, Inventor, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise 10 (+30), (most scientific areas) Intimidation 23 (+38), Ranged Combat 13 (+10) (Lance), Technology 20 (+38)

OFFENSE

INITIATIVE +3

Energy Lance +10	Ranged Damage 27
Unarmed +12	Close Damage 26

DEFENSE

DODGE	-3	**FORTITUDE**	Immune
PARRY	-3	**TOUGHNESS**	26
WILL	12		

POWER POINTS

ABILITIES	200	**SKILLS**	33
POWERS	231	**DEFENSES**	15
ADVANTAGES	11	**TOTAL**	490

COMPLICATIONS

Strip-Miner: Terminus profits by stripping planets of all physical resources.

Gestalt: When one Stage 4 Terminoid meets and consumes another Stage 4 Terminoid, it transforms into a Stage 5 Terminoid. A Stage 5 Terminus gains 35 ranks of Energy Absorption, +2 ranks to his INT, AWE, PRE, and the Energy Lance's Plasma Generation increases to 31

POWERS AND ABILITIES

Terminus is a Stage 4 Termini – a bio-warfare doomsday weapon created by the long-extinct Terminex race as revenge against the space gods known as the Celestials. Terminus's outer shell is organic metal that can resist almost any attack. Terminus can easily survive extremes of temperature and pressure, from interstellar space to a planet's core. It can also withstand cosmic-level impacts, such as falling from orbit. This shell can repair itself. Once inside, an attacker is besieged by its "immune system," made up of giant insectile organisms. Terminus's lance serves as weapon, energy conduit and transportation including space travel. It fires energy blasts of concussion and heat, and It can absorb the energy of an entire planet It is 240' and made of the same organic metal as Terminus' body, and is also capable of self-repair. Terminus can recall the lance to himself, but there seems to be a distance limit.

X-Level: The stat-box is Terminus as a playable **PL19**. His X-level is **PLX2** - all Powers and Abilities are 20 with a 20-point bonus for each X-rank (**20x2=40**) on all rolls.

THANOS

Thanos, is an Eternal, born on the artificial moon of Titan, and through bio-genetic engineering, coupled with training, he enhanced his strength far beyond the normal limit of an Eternal.

At some point in his youth, Thanos met the personification of Death and fell in love with her. From that moment, he devoted himself utterly to pleasing her, most often by destroying all life.

When he reached adulthood, Thanos left Titan and traveled the galaxy, recruiting a mercenary army as he went. Then he returned to his home world, seized power, killing many of his own people in the process, including his own mother.

After conquering Titan, Thanos turned his attention to more ambitious goals. Utilizing the Cosmic Cube, seized universal power, but was thwarted by Captain Mar-Vell. Later, he attempted to combine the all-powerful Infinity Gems into one huge synthetic stone, but this time was foiled by Adam Warlock and the Avengers.

Thanos was killed in the battle, but was eventually resurrected by Death (who increased his natural abilities to match his artificially enhanced stats), whereupon he once more gathered the Infinity Gems – this time assembling them into the omnipotent Infinity Gauntlet, and annihilated half the population of the universe.

Thanos was barely stopped by the combined efforts of Adam Warlock, Earth's heroes, and a brigade of cosmic entities including Galactus, the Celestials, and Eternity.

On yet another occasion, Thanos achieved ultimate power with the Heart of the Universe, but this time voluntarily gave up his power in order to repair the damaged reality.

Thanos was again killed during the Annihilation Wave crisis, and it seemed he might have finally achieved peace by the side of his beloved Mistress Death but – unfortunately – was once again resurrected during the Cancerverse war; enraged at having been torn from his love's side, Thanos vowed dire vengeance against the universe for returning him to his hellish life. **(Str100/400)**

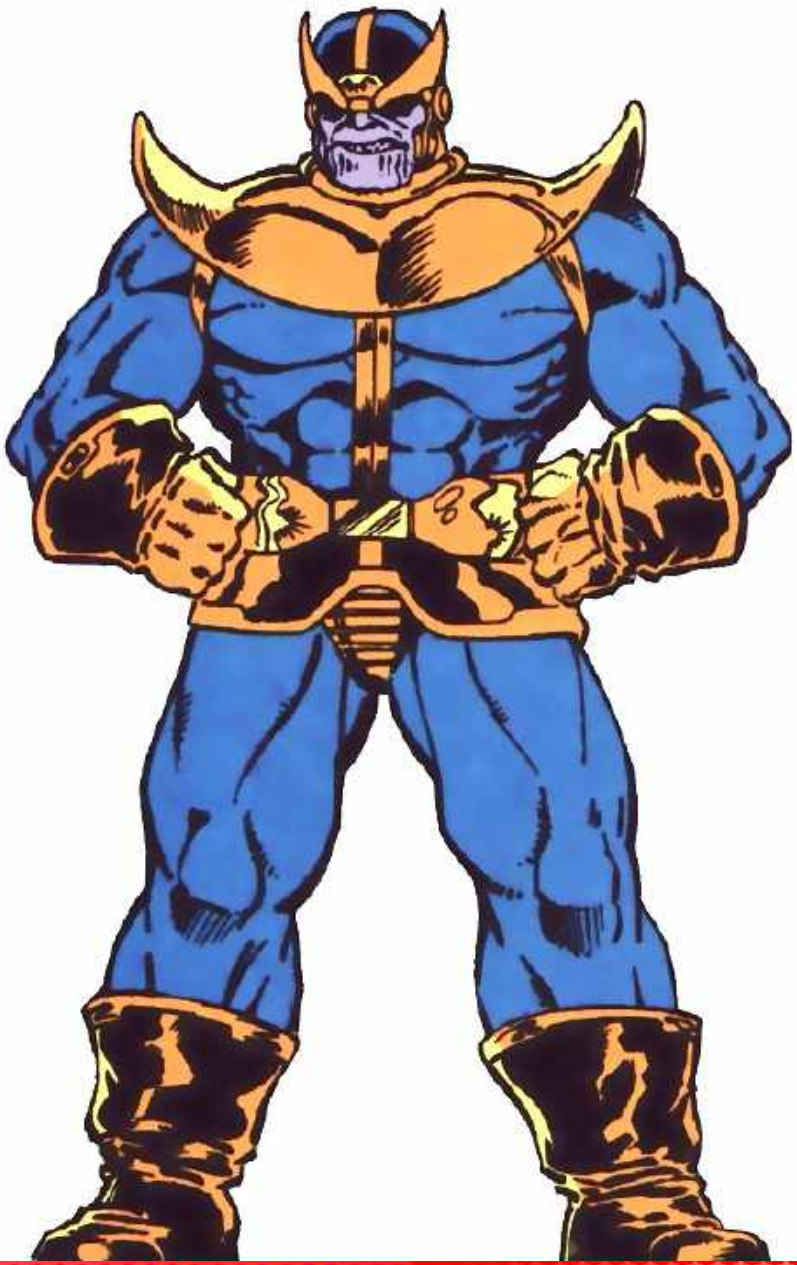
REAL NAME: THANOS
OCCUPATION: APOSTLE OF DEATH
BASE: MOBILE
AFFILIATION: INFINITY WATCH
HEIGHT: 6' 7"
WEIGHT: 985 LBS
EYES: RED (NO PUPULS)
HAIR: NONE

PERSONALITY

Thanos is most often motivated by his love for Death, although he has been known to dabble in altruism for purposes of self-discovery. In all cases, his motives must be suspect due to his diabolical mind. Although most often typified by a vile good-humor, Thanos' wrath is instantaneous and terrifying.

POWERS AND ABILITIES

Thanos has immense strength and durability, and can channel cosmic energy into destructive blasts from his hands and eyes. He does not appear to age and can exist indefinitely in the vacuum of space. He also possesses an array of psychic powers, able to disorient or mentally enslave others. He is also well- versed in sorcery, mystical, and scientific knowledge from numerous universal and extra-dimensional sources. Thanos greatest weapon, however, is his mind – he has a beyond genius-level intellect and has created both weapons and life-forms of incredible complexity and power. He is an unparalleled strategic thinker whose motives are always suspect.



THANOS PL17

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	19	2	3	12	13	14	14

POWERS

Cosmic Energy Control: Array (*49 points*)
- **Energy Blast:** Ranged Damage 23 •*46 points*
- **Psionic Blast:** Mental Blast 11 • *1 point*

Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 16 • *27 points*
Teleportation: Teleportation 20 (4,000 miles), Dimensional 3, Homing 12, Reversible • *55 points*

ADVANTAGES

Benefit 10 (Apostle of Death), Fearless, Inventor, Power Attack, Takedown

SKILLS

Close Combat: Unarmed 2 (+14), Deception 8 (+22), Expertise: (most scientific areas) 10 (+23), Insight 10 (+24), Intimidation 14 (+28), Perception 4 (+18), Ranged Combat: Energy Beams 8 (10), Technology 4 (+17), Vehicles 4 (+6)

OFFENSE

INITIATIVE +2

Energy Beams +10	Ranged, Damage 23
Unarmed +14	Close Damage 19

DEFENSE

DODGE	12	**FORTITUDE**	19
PARRY	12	**TOUGHNESS**	19
WILL	15		

POWER POINTS

ABILITIES	192	**SKILLS**	31
POWERS	129	**DEFENSES**	17
ADVANTAGES	34	**TOTAL**	373

COMPLICATIONS

Enemies: Thanos has made enemies across the entire universe, and even heroes are likely to attack him on sight.
Enemy of my Enemy: Thanos has a remarkable ability, in times of crisis, to form short-term alliances with beings who would otherwise attack him on sight.
Obsession: Thanos is obsessed with winning the heart of Mistress Death – who appeared to Thanos as the most beautiful woman in the universe, and Thanos' entire existence ever since has all been about winning her heart.
Relationships: Besides his amorous preoccupation with Death, Thanos does have contacts with Adam Warlock, the Infinity Watch, Nova Corps, and Captain Mar-Vell
Reputation: Thanos' reputation inspires fear across the entire universe.

OUTSIDE THE LOOP OF DESTINY

Due to a number of factors, not the least of which being the fact that he has been killed and then reincarnated on several different occasions, Thanos is one of those unique beings who is 'outside the loop of destiny'. What this means is simply that Thanos is a wild card – he can shield his thoughts from all but the most powerful telepaths, and hide his presence from even entity-level beings – he has successfully hid his presence from the likes of Master Order and Lord Chaos. No less than Eternity has said that the Titan's actions cannot be predicted. It is in no small part due to this ability, to do what no one else can and go where no one else can go, that Thanos has been so successful in multiple conquests of a universal scope. **NOTE**: Other beings who share Thanos' unique ability to operate outside the realm of probability are his sometime ally/enemy Adam Warlock (See: **Infinity Watch: Adam Warlock**) and possibly the insectoid warlord from the Negative Zone known as Annihilus (see: **Annihilus**).

WEAPONS AND TECHNOLOGY

Thanos possesses incredible armaments, ships, armies, and even armadas. Notable among these are several Sanctuary Space Arks and the Dreadnought-666 warship. Mistress Death gifted Thanos with a mystic 'Hoverchair' that could teleport interstellar distances and dimensional boundaries – this chair was destroyed but Thanos recreated it scientifically.

DREADNOUGHT-666 PL20 (WARSHIP) • 92 POINTS
Size: Awesome **STR:** 22 **Speed** 20 (Flight) **DEF:** 0 **TOU:** 20
Features: Energy Cannon: Ranged Damage 25, Navigation System, Remote Control

SANCTUARY II PL18 (SPACE ARK) • 87 POINTS
Size: Awesome **STR:** 22 **Speed** 20 (Flight) **DEF:** 0 **TOU:** 20
Features: Features: Navigation System, Remote Control, Weapon Systems (Energy Blast) 20

HOVERCHAIR PL18 (SPACE ARK) • 100 POINTS
Size: Large **STR:** 4 **Speed** X3 (Teleportation Dimensional 3) **DEF:** 0 **TOU:** 14 **Features:** Force Field 20 (Protection)

THE COSMIC CUBE

A **Cosmic Cube (StrN/A)** is a vastly powerful artifact capable of altering reality in response to the wishes of the being who wields it. A Cosmic Cube is created by forming a 'metasingularity', or gray hole, that serves as an opening to the 'Dimension of the Beyonders' – godlike beings who dwell in a dimension adjacent to the Negative Zone. When the gray hole is opened, an unknown 'X-Element' seeps from this alternate dimension into this one, and is stored in a perfect cube of force, designed specifically to contain it - Cosmic Containment Units, or 'Cosmic Cubes'.

In truth, these Cubes are actually eggs that eventually hatch into cosmic beings capable of manipulating reality, (See entries for: **Shaper of Worlds** and **Kubik**). Until it matures, however, a Cosmic Cube is a weapon of vast potential. The limits of a Cube's power are not clearly defined although they are theoretically limited only by the psyche of its wielder. While a Cube's maximum range of effect is generally thought to be roughly equivalent to a solar system, they have been used to overcome (or at least usurp the power of) even beings as powerful as Galactus and Eternity.

The true potential of the Cube as a dangerous weapon was realized when a Containment Unit was acquired by Thanos of Titan, as part of one of his first nihilistic attempts to destroy the universe in his ongoing quest to win the heart of Mistress Death. Thanos utilized the Cube to 'become' the universe, assuming a non-physical '**Wraith-form' (Str500)**, able to control reality. Realizing the source of Thanos' power, the Kree hero, Captain Mar-Vell, shattered the Cube, saving the universe.

Five Cosmic Containment units were used by Adam Warlock's evil dark half, the Magus, in a bid to acquire the even more powerful Infinity Gauntlet – an effort ironically blocked by Thanos himself, now aligned with Warlock. The two also conspired to save the universe from Warlock's 'good' side – the fanatical being known as the Goddess, who assembled thirty Cosmic Containment units into the near-omnipotent **Cosmic Egg (StrN/A)** in an scheme to cause all the stars in the universe to go supernova, purging all 'evil' – which is implicit in life. When the Goddess was defeated, all thirty units were destroyed.

Described as pre-sentient, Cosmic Cubes have certain self-imposed limitations and are not easily used for massive reality disruptions or large-scale cosmic destruction. Overcoming these limitations requires supreme will on the part of wielder.

COSMIC CUBE — PLX2/PL20

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-	-	-	-	-	-	-	25

POWERS

Indestructible: Protection 12 • *12 points*

Reality Manipulation: Variable Power 28 (Limited to twice the wielder's PRE), Ranged Affliction 28 (Resisted by Fortitude, Transformed) • *224 points*

ADVANTAGES

All-Out Attack, Power Attack, Ultimate Effort (Powers)

SKILLS

Perception 12(+12)

OFFENSE

INITIATIVE N/A

Reality Manipulation — Perception Range Damage 28

DEFENSE

DODGE	N/A	**FORTITUDE**	N/A
PARRY	N/A	**TOUGHNESS**	12
WILL	N/A		

POWER POINTS

ABILITIES	-20	**SKILLS**	6
POWERS	236	**DEFENSES**	0
ADVANTAGES	3	**TOTAL**	266

COMPLICATIONS

Limitation: Cosmic Cubes are pre-sentient, with certain self-imposed limitations (subject to the GM's judgment), as well as limited by the wielder's own psyche. While normally having influence extending no further than a solar system, Cubes have used for universal-level feats. multiple cubes have been also gathered together to magnify their power.
X-Level: The stats are for a **Cosmic Cube** as a playable **PL20** tool. At X-level, it is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls..

WRAITH-FORM PLX2/PL20

A: Str 25 **Sta** 25 **Agi** 14 **Dex** 14 **Fgt** 15 **Int** 15 **Awe** 15 **Pre** 15

Powers: Reality Manipulation: Variable Power 28, Ranged Affliction 28 (Resisted by Fortitude, Transformed)

Advantages: Benefit 10 (Apostle of Death), Fearless, Inventor, Power Attack, Takedown

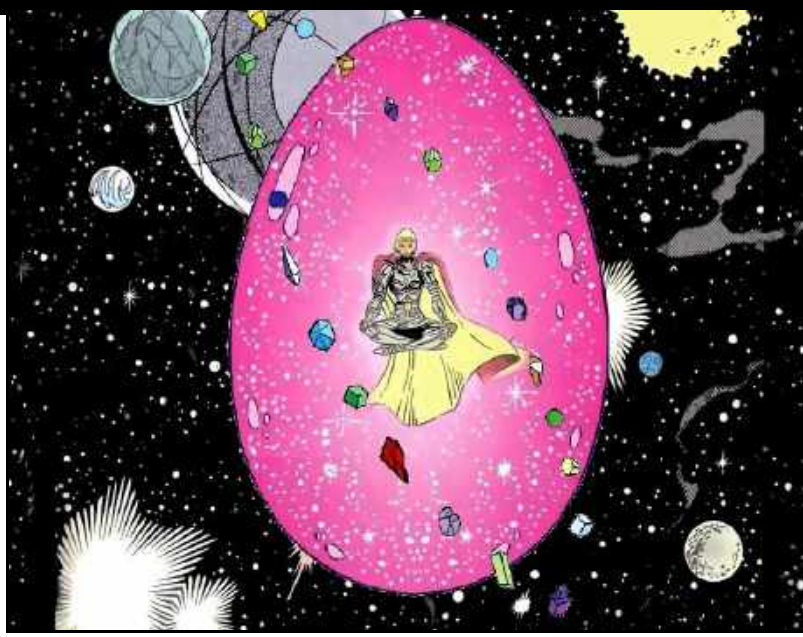
Skills: Deception 8 (+23), Expertise: (most scientific areas) 13 (+28), Insight 8 (+23), Intimidation 15 (+30), Perception 25 (+40), Technology 13 (+28)

Offense: Initiative +14, Reality Manipulation (Perception Range Damage 28)

Defense: Dodge 25, Parry 25, Fortitude Immune, Toughness 25, Will 15

Totals: Abilities 276 + Powers 224 + Advantages 14 + Skills 37 + Defenses 13 = 564

Complications: Power Loss: Thanos' 'Wraith-form' powers come from a Cosmic Cube. If it is destroyed, all its effects vanish, including Thanos' powers.
X-Level: The stats are **Thanos' Wraith-form** as a playable **PL20**. His X-level is **PLX2** - all Powers and Abilities 20 with +20 for each X-rank (**20x2=40**) on all rolls.



COSMIC EGG PLX4/PL33 351 POINTS

Abilities: Str - Sta - Agi - Dex - Fgt - Int - Awe - Pre 25

Powers: Indestructible: Protection 12, **Reality Manipulation:** Variable Power 45 (Limited to twice the wielder's PRE), Ranged Affliction 45 (Resisted by Fortitude, Transformed)

Advantages: All-Out Attack, Power Attack, Ultimate Effort (Powers)

Skills: Perception 20 (+20)

Offense: Initiative N/A, Reality Manipulation (Perception Range Damage 45)

Defense Dodge N/A, Parry N/A, Fortitude N/A, Toughness 12, Will N/A

Totals: Abilities -20 + Powers 372 + Advantages 3 + Skills 10 + Defenses 0 = 351

Limitation: Cosmic Cubes are pre-sentient, with certain self-imposed limitations (subject to the GM's judgment), as well as limited by the wielder's own psyche. The Cosmic Egg is the combined might of 30 Cosmic Cubes. Its Variable Power and Ranged Affliction are capped at 45 unless the wielder can override the combined willpower of the 30 Cubes that form the Egg. If successful, the wielder is allowed a 55 rank feat of any kind. As is the case with most X-rank beings, rankings over 20 are usually only used when it becomes important to measure the higher powers against each other, or how far their influence actually extends. For example, in the case of the Infinity Crusade, the Cosmic Egg begin the story as an X power – but over the course of the story, became a HIGHER X power.
X-Level: The stats are for the **Cosmic Egg** as a playable **PL33** tool. At the X-level, it ranks as **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

INFINITY GEMS

The Infinity or **Soul Gems** were once a single being of infinite power – 'Infiniti' - presumably the first sentience that developed within the Heart of the Universe. In the pattern of Earth's archangels, this lone being settled into the Void and begin to Create. It created the multiverse, and all realities within.

But unlike the hierarchy of angels descended from Heaven, this being was sent into the new and empty cosmos alone. It had no concept of an 'other' – the very multiverse it had birthed was merely part of itself. In its mind, this being was alone, isolated, and soon begin to despair. And its final suicide released the specter of its power into the myriad of realities that formed its very being.

This was the birth of the Infinity Gems, aspects of which were separated into each separate reality of the multiverse. And when the Living Tribunal was appointed by the One Above All to govern the multiverse in Infiniti's stead, one of the Tribunal's main responsibilities was to monitor the possible gathering together of the soul gems. Thus, the secret of the gems went undiscovered for untold millennia.

The Gems themselves were eventually found, although their wielders did not perceive their true nature, or their true potential, resulting in varying attempts to utilize the gems as batteries of sorts, or even unconsciously drawing upon their powers. It was not until Thanos of Titan, gazing into the Infinity Well of Death's Inner Sanctum, finally perceived the infinite power that dwelled within the gems. Thanos set about gathering the Infinity Gems together, creating the all-powerful **Infinity Gauntlet.**

The Infinity Gauntlet proved mightier than all the forces of the universe combined, allowing Thanos to unseat Eternity as the master of reality. Unfortunately, Thanos, a victim of his own psychological doubts, lost possession of the Gauntlet to Adam Warlock. Warlock himself was then put on trial by Eternity and the other Cosmic Powers of the universe, and brought before the Living Tribunal for judgment. The Tribunal ruled against Warlock, ordering him to disassemble the Gauntlet and disperse the gems. Rather than possibly destroying reality in a battle with the Tribunal, Warlock agreed and divided the gems up amongst an oddball group uniquely suited to guarding them (see the entry for the '**Infinity Watch**'). In order to prevent a resurgence of the Infinity Gauntlet affair, the Tribunal also decreed that the gems could not function as one, blocking their true potential.

Nevertheless, the gems were again reunited by the Magus – Adam Warlock's evil alter-ego – who nearly conquered all reality, foiled only when Warlock, conspiring with Thanos, tricked the Magus with a replica of the Reality Gem, leaving him with an incomplete Gauntlet, and the Magus was defeated by Eternity.

Eventually, it was revealed that there was yet another gem that no one knew about – the elusive Ego Gem – the only gem that retained the consciousness of the

original Infinity Being, and when it was added to the rest, Infiniti was briefly resurrected, merging with the Celestial Madonna known as Mantis.

Unfortunately, this composite being's existence was flawed, as the individual gems had gained sentience of their own, corrupting the personality of Infiniti into the destructive Nemesis. And although Nemesis wielded the full power of the Infinity Gauntlet within the mainstream universe, it was revealed that this was but one splintered reality of what used to be Infiniti's multiversal whole, and therefore, Nemesis' power (or that of the Infinity Gauntlet) did not extend beyond its home reality. The conflict created by the sentience within the other gems ultimately led to Nemesis' defeat and the destruction of the Ego Gem.

Various versions of the Infinity Gauntlet have appeared over the years. The extra-dimensional Council of Reeds (alternate reality counterparts of the Fantastic Four's Reed Richards), utilized Infinity Gauntlets from several different dimensions, and the secret Earth-based group of heroes, the Illuminati, has also wielded the Infinity Gems, albeit individually as sort of an Infinity Watch. The Infinity Gems remain one of the ultimate powers in any reality. **(StrBY-1)**

INFINITY GAUNTLET — PLX4/PL40

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-	-	-	-	-	-	-	25

POWERS

Mind Gem: Indestructible, Variable Power 55. All Mental Powers (Limited to wielder's PREx2 unless backed by the Power Gem • *386 points*

Power Gem: Indestructible, Enhanced Abilities 55 (All, Limited to wielder's PREx2 unless consciously aware of its Power; abilities besides STA, STA, limited to 25) • *110 points*

Reality Gem: Indestructible, Variable Power 55 (All Descriptors, (Limited to wielder's PREx2 unless backed by the Power Gem • *386 points*

Soul Gem: Indestructible, Variable Power 55. (All Will-based Powers, Limited to wielder's PREx2 unless backed by the Power Gem • *386 points*

Space Gem: Indestructible, Variable Power 55. (All Movement Powers, Limited to wielder's PREx2 unless backed by the Power Gem • *386 points*

Time Gem: Indestructible, Variable Power 55 (Limited to manipulation of the time stream, Limited to wielder's PREx2 unless backed by the Power Gem • *386 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 30 (Status: Wielder of the Infinity Gauntlet), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 55 (+55), Insight 55 (+55), Intimidation 30 (+55), Perception 50(+50)

OFFENSE

INITIATIVE N/A

Cosmic Energy +25	Ranged Damage 55
Reality Manipulation	Perception Range Damage 55
Unarmed +25	Close Damage 55

DEFENSE

DODGE	N/A	**FORTITUDE**	N/A
PARRY	N/A	**TOUGHNESS**	55
WILL	N/A		

POWER POINTS

ABILITIES	-20	**SKILLS**	95
POWERS	2040	**DEFENSES**	0
ADVANTAGES	40	**TOTAL**	2155

COMPLICATIONS

Limitation: The Infinity Gauntlet does not function outside its native reality

Ruling of the Living Tribunal: Due to the edicts of the Living Tribunal, the Infinity Gems cannot work in conjunction to create the all-powerful Infinity Gantlet, although this restriction has since been periodically subverted.

Sentience: The Infinity Gems have developed sentience of their own, and if their wielders are unwary, they can grow parasitical upon their possessors, taking control of their personalities..

The Ego Gem: If the Ego Gem is added to the others, the corrupted personality of Infiniti, manifesting as the destructive Nemesis, will impose itself upon the wielder of the Gauntlet

X-Level: Stats are for the **Infinity Gauntlet** at a playable **PL40**. Its X-Level is **PLX4**, with all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls

INFINTY BEING PLX4/PL20 1690 POINTS

A: Str 55 **Sta** 55 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25

Powers: Omnipotence: Variable Power 55 (All Power Descriptors), Immunity 30 (Fortitude effect), Impervious Toughness 55, **Omnipresence:** Teleport 55, **Omniscience:** Communication 55, Comprehend 55, Mind Reading 55, Senses 55 (Awareness)

Advantages: All-Out Attack, Assessment, Benefit 30 [Status (Creator of the Multiverse), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 30 (+55), Insight 30 (+55), Intimidation 30 (+55), Perception 30 (+55)

Offense: Initiative +25, Cosmic Energy +25 (Ranged Damage 55), Unarmed +25 (Close Damage 55)

Defense: Dodge 25, Parry 25, Fortitude Immune, Toughness 55, Will 25

Totals: Abilities 520 + Powers 1060 + Advantages 40 + Skills 70 + Defenses 0 = 1690

X-Level: Stats are the Infinity Being as a playable **PL40**. At X-level, it is **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

HEART OF THE UNIVERSE

HEART OF THE UNIVERSE PLX4/PL41

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-	56	-	-	-	-	-	25

POWERS

Wellspring of Creation: Variable Power 56 (All Powers), Immunity 30 (Fortitude effects), Impervious Toughness 56 • *478 points*

Omniscience: Communication 56, Comprehend 56, Mind Reading 56, Senses 56 (Awareness) • *504 points*

ADVANTAGES

All-Out Attack, Benefit 35 [Status (Ultimate Power), Power Attack, Ultimate Effort (Powers)

SKILLS

Expertise (All fields) 56 (+56), Insight 56 (+56), Perception 56 (+56)

OFFENSE

INITIATIVE +7

Omnipotence Perception Range Damage 56

DEFENSE

DODGE	N/A	**FORTITUDE**	Immune
PARRY	N/A	**TOUGHNESS**	56
WILL	N/A		

POWER POINTS

ABILITIES	102	**SKILLS**	84
POWERS	982	**DEFENSES**	0
ADVANTAGES	33	**TOTAL**	120

COMPLICATIONS

X-Level: Stats are the Heart of the Universe a playable **PL41**. Its X-level is **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

The Heart of the Universe is the spark of Creation ignited by the One Above All, and is the Wellspring of all of Creation within the Marvel Multiverse. It is a non-sentient power source of X rank (or the statted 56 for comparison with other high-level powers), and has demonstrated mastery over the Living Tribunal. It is also from this wellspring that sprang the Infinity Being that created the Marvel Multiverse,

Certain beings have attempted to harness the Heart of the Universe. For many millennia, the members of the Celestial Order jealously guarded access to the Heart of the Universe for their own purposes, powering their technology and personal energies. Thanos of Titan upped the ante when he merged with the Heart of the Universe – absorbing it completely, becoming the master of the Marvel Multiverse.

Thanos ended up relinquishing this power, however, in an effort to correct the damaging universal anomalies created by numerous reality-altering events, ironically finding his most important role as a healer. **(StrBY-1)**

DEATH

The ultimate Femme Fatale, **Mistress Death,** appeared to Thanos as the most beautiful woman in the universe, and for Thanos, his entire existence ever since has all been about winning her heart. Death, of course, played hard to get, driving Thanos literally to rip the cosmos apart, annihilating half the universe, as a tribute to her – but Death always spurned his gifts, placing him through ever-greater trials, always teasing, never, pleasing, not even deigning to speak to him.

But it was through the lessons imposed upon him by his dark mistress, that Thanos matured, and only when he finally accepted the untamable chaos of her nature, truly accepting her and loving her for who and what she truly was, did she finally accept him as well. Upon Thanos' death during the Annihilation Crisis, Mistress Death took Thanos as her consort, perhaps granting the Mad Titan his first taste of true happiness in his entire existence… only to have it ripped away when he was resurrected by Adam Warlock.

Thanos' relationship with Mistress Death continues to evolve, but she remains to this day, his only true love. (See primary entry for **Death**).

SKREET

Skreet is a 'Chaos Mite' – small, very powerful sprites, created at the beginning of the universe by the Proemial God, Diablari, the Bringer of Chaos, as sentinels. During the War of the Proemial Gods, the Chaos Mites were purged from the universe, but Skreet managed to hide away, surviving for untold millennia, favoring the rougher elements, learning untold bits of cosmic history first hand.

It was for this vast universal experience that Thanos accepted Skreet as a sort of sidekick – a badass cosmic Peter Pan and Tinkerbell. After the Kyln – a maximum-security prison, powered by 'The Crunch' – the central wheel of the universe – a facility capable of holding Galactus-level beings – was breached by the Beyonder, Thanos inadvertently released Skreet from an apparently well-earned incarceration, whereupon she promptly adopted Thanos as a partner – a position Thanos tolerated, as he found himself impressed by her combination of galactic knowledge as well as the power she packed in such a small form – although she is only a little over four inches tall and less than four ounces, Skreet has engaged the Silver Surfer in battle for an extended period and held her own, possessing the power of space flight (apparently through energy generated by her pixie-like wings), high levels of super strength and durability, as well as high-intensity energy blasts. Skreet quickly became a loyal, protective, sidekick, perched atop Thanos' shoulder, ever ready to leap to the attack or defense.

Skreet remained steadfastly at Thanos' side until he was temporarily killed by Drax the Destroyer, after which she partnered up with a new 'keeper' – the Earth-born, runaway cosmic orphan, Cammi. **(Str50)**

SKREET — PL14 316 POINTS

Abilities: Str 13 **Sta** 9 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 4 **Awe** 13 **Pre** 13

Powers: Energy Blast: Ranged Damage 17, **Plasma Flight:** Flight 15 (64,000 MPH), **Invulnerability:** Impervious Toughness 13; Immunity 11 (Aging, Life Support), **Shrinking:** Shrinking 8 (Innate; Permanent, +4 defenses, +8 Stealth).), Normal Strength, **Winged Flight:** Flight 5, Wings

Advantages: Connected, Defensive Roll 3, Extraordinary Effort, Fearless, Move-By Action, Power Attack, Takedown

Skills: Close Combat: Unarmed 2 (+12), Deception 8 (+15), Expertise: (Ancient Universal History) 18 (+22), Insight 4 (+17), Intimidation 4 (+17), Perception 4 (+17), Ranged Combat: Energy Beams 3 (+10), Technology 3 (+7)

Offense: Initiative +7, Energy Beams +10, Ranged, Damage 17, Unarmed +12 (Damage 13)

Defense: Dodge 14, Parry 14, Fortitude 13, Toughness 12/9*, Will 14 *Without Defensive roll bonus

Totals: Abilities 152 + Powers 115 + Advantages 10 + Skills 23 + Defenses 16 = 316

Complications: Been Around the Block: Skreet has been around a LONG time – created by the Proemial God Diablari at the universe's infancy – and has a large reservoir of universal knowledge, as well as contacts across the universe. She has traveled in the company of Thanos of Titan as a kind of a sidekick and has been aligned with the space-criminal, Lunatik, as well as various other pirate/criminal operations in the modern universe, although she has no particular alignment with evil. In a nutshell, Skreet is a survivor first, and has demonstrated a pronounced talent since literally the beginning of time
Enemies: The Proemial Gods killed most of the Chaos Mites except for Skreet herself. Lunatik has also made her list as his betrayal resulted in her internment at the Kyln.

TERREXIA

Terraxia was a woman brought to life by Thanos with the Infinity Gauntlet – a perfect woman (at least perfect for Thanos), who he created to be his mate after being rejected by Mistress Death. Terraxia's devotion to Thanos was total, and she was literally everything Thanos desired – a six-and-a-half foot, hot purple chick who could tear the head off of Iron Man… but she wasn't Death.

Terraxia died only shortly after her creation, when Thanos, in a moment of carelessness, lost the Infinity Gauntlet to the space-pirate queen (and alleged granddaughter of Thanos), Nebula. Nebula banished both Thanos and Terraxia into deep space. Thanos, who hadn't the foresight to provide Terraxia with life-support powers, was forced to watch her die, one of the few deaths that ever actually weighed upon Thanos' own heart. **(Str90)**.

TERREXIA — PL14 179 POINTS

Abilities: Str 17 **Sta** 13 **Agi** 5 **Dex** 5 **Fgt** 8 **Int** 1 **Awe** 3 **Pre** 3

Powers: Super-Stamina: Enhanced Stamina 14 Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 14, Protection 2

Advantages: All-out Attack, Attractive, Fearless, Improved Hold, Power Attack

Skills: Close Combat: Unarmed 3 (+12), Intimidation 7 (+10), Perception 4 (+7), Ranged Combat: Throwing 6 (+11)

Offense: Initiative +5, Unarmed +11 (Damage 17)

Defense: Dodge 10, Parry 10, Fortitude 13, Toughness 15, Will 8

Totals: Abilities 110 + Powers 42 + Advantages 5 + Skills 10 + Defenses 12 = 179

Complications: Thanos' Consort: Thanos used the Infinity Gauntlet to create his perfect mate, a female lover/disciple who was totally devoted to him, fiercely protective, and equally savage in battle.

THE INFINITY WATCH

When the Living Tribunal ordered Adam Warlock to give up the Infinity Gauntlet, and divide the gems among individual guardians, the Tribunal allowed Warlock to decide who the custodians of the gems might be. Over Eternity's strenuous objections, Warlock chose as the guardian of the Reality Gem, none other than Thanos himself, making the Titan an official member of Warlock's closely-knit group called the **Infinity Watch**. (See primary entry for: **The Infinity Watch**).

Thanos has previous dealings with several members of the group, most prominently including the following:

Adam Warlock: Adam Warlock is a many-time opponent and ally – having often been the primary architect of the opposition forces that derailed Thanos' own schemes for conquest – but the two share a mutual respect at both the wiles and cosmic influence inherent in the other, and have been steady allies, so long as their exists a mutual threat (see primary entry for **Infinity Watch: Adam Warlock**).

Drax: The monstrous Drax the Destroyer has been the most persistent thorn in Thanos' side ever since his creation – a cosmic powerhouse on the level of the Hulk, Drax was created by Chronos – the god of Titan – for the sole purpose of killing Thanos, and pursues his goal with zealot fury, ignoring all considerations, even threats to the universe itself. Drax did, in fact, once finally succeed in his mission, ripping Thanos' heart out at the conclusion of the Annihilation Crisis, although Thanos has once again been resurrected. When Drax became the holder of the Power Gem, his strength was increased to near infinite levels. (See primary entry for **Infinity Watch: Drax the Destroyer**)

Gamora: Gamora was Thanos' ward – an **a**dopted daughter, who he raised to be his personal assassin – specifically for the assassination of Adam Warlock's evil future self, the Magus – a goal she failed to realize. Gamora eventually betrayed Thanos, when she realized his goal was universal genocide. There still exists paternal feelings between the two. Gamora is one of the extremely few beings in any reality to see the softer side of Thanos – and she was actually featured in a Christmas story with the two of them sharing the yuletide eve when Gamora was young – had presents and everything. Gamora retains her reputation to this day as 'The Most Dangerous Woman in the Galaxy', but mostly fights against the likes of Thanos, although, like Adam Warlock, she has been known to reconnect with her adopted father in a pinch, particularly while he was interacting with Warlock or the Infinity Watch.

Gamora was the recipient of the Time Gem. (See primary entry for **Infinity Watch: Gamora**)

CAPTAIN MAR-VELL

Captain Mar-Vell: The Kree Soldier, Captain Mar-Vell was a champion for galactic justice, an unwavering ally of the Avengers, who saved the universe from the likes of Thanos on more than one occasion. Captain Mar-Vell earned acolytes from heroic figures across the universe, and even from enemies like Thanos, and entities like Death herself, upon the Kree soldier's untimely death from cancer.

THANOSI

Thanosi are clones created by Thanos, to take on specific, powerful opponents, and many have become threats all on their own. Several experimental Thanosi – patterned after Iron Man, Doctor Strange, Gladiator of the Shi'ar, and Professor X – all escaped and embarked on a universe destroying quest (involving a mysterious being called Atlez, who in some unspecified manner, managed the continuity of the universal continuum, and needed to pass his role on to a successor) – forcing Thanos into an alliance with a number of Cosmic heroes to stop them – an engagement that climaxed with a battle with the 'Omega' a Thanosi designed to take on Galactus himself. Although described as flawed and unfinished, Genis-Vell and Thanos both claim the Omega's power doubles the original (although why Thanos' DNA would enhance the Omega is unclear, as Galactus far out-powers Thanos... unless perhaps Thanos isolated the human essence of Galan, and replaced THAT with his own, resulting in a more physically powerful being. OR it could have been that the Omega' had just devoured three planets). In any case, the Omega is more limited – mute and sluggish of movement, and instead of the true Power Cosmic, seems to manipulate cosmic energy more like Thanos, swelled to Galactus' proportions, lacking Galactus' semi-abstract-qualities. In any case, Thanos kills his errant clone with a planetary explosion that, unlike the real Galactus, the Omega could not absorb without its ship.

THANOSI-ARMOUR PL16 417 POINTS

Abil: Str 19 **Sta** 19 **Agi** 2 **Dex** 3 **Fgt** 12 **Int** 13 **Awe** 14 **Pre** 14

Powers: Cyborg: Armor: Protection 1, Impervious, **Boot Jets:** Flight 8, **Sensors:** Senses 13 (Accurate Radio Extended 3 (Radar), Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra- Hearing), **Tactical Computer:** Enhanced Dodge 2, Enhanced Fighting 2, Enhanced Ranged Attack 7, **Immortal:** Immunity 11 (Aging, Life Support), Impervious Toughness 16; **Cosmic Energy Control:** 46–point Array, **AE: Energy Blast:** Ranged Damage 20; **AE: Teleportation:** Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible

Advantages: Benefit 4 (Visage of Thanos), Fearless, Inventor, Power Attack, Takedown

Skills: Close Combat: Unarmed 2 (+14), Deception 8 (+22), Expertise: (most scientific areas) 10 (+23), Insight 10 (+24), Intimidation 14 (+28), Perception 4 (+18), Ranged Combat: Energy Beams 8 (10), Technology 4 (+17), Vehicles 4 (+6)

Offense: Initiative +2, Energy Beams +10, Ranged, Damage 20, Unarmed +14 (Close Damage 19)

Defense: Dodge 12, Parry 12, Fortitude 19, Toughness 20, Will 15

Totals: Abilities 192 + Powers 170 + Advantages 8 + Skills 31 + Defenses 17 = 417

THANOSI-MYSTIC PL16 399 POINTS

Abil: Str 18 **Sta** 18 **Agi** 2 **Dex** 3 **Fgt** 12 **Int** 13 **Awe** 15 **Pre** 14

Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 16; **Cosmic Energy Control**: 46–point Array, **AE: Energy Blast:** Ranged Damage 20; **AE: Magic** 33–point Array, **AE: Astral Projection:** Remote Sensing 10, dimensional 2, noticeable (auditory, visual), **AE: Blast:** Ranged Damage 14 (Magic), Dynamic, **AE: Dimensional Travel:** Movement 2 (mystical), Summon (People or Objects), **AE: Levitation**: Flight 9, Subtle, Levitation, **AE: Magic Shield:** Force Field 14, **AE: Mystic Senses:** Senses 4 (Detect Magic, Ranged, Acute, Analytical), **Teleportation:** Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible

Advantages: Artificer, Benefit 4 (Visage of Thanos), Fearless, Inventor, Power Attack, Ritualist, Takedown, Trance

Skills: Close Combat: Unarmed 2 (+14), Deception 8 (+22), Expertise: Magic 23 (+24), Expertise: (most scientific areas) 10 (+23), Insight 10 (+24), Intimidation 14 (+28), Perception 4 (+18), Ranged Combat: Energy Beams 8 (10), Technology 4 (+17), Vehicles 4 (+6)

Offense: Initiative +2, Energy Beams +10, Ranged, Damage 20, Unarmed +14 (Close Damage 18)

Defense: Dodge 12, Parry 12, Fortitude 19, Toughness 19, Will 15

Totals: Abilities 192 + Powers 159 + Advantages 11 + Skills 31 + Defenses 17 = 399

THANOSI-OMEGA PLX2/PL20 448 POINTS

Abil: Str 32 **Sta** 32 **Agi** 2 **Dex** 3 **Fgt** 8 **Int** 12 **Awe** 12 **Pre** 12

Powers: Cosmic Energy Control: 60–point Array, **AE: Force Field:** Impervious Toughness 35; **AE: Energy Blast:** Ranged Damage 30, **AE: Psionic Blast:** Mental Blast 20, **Galactus-Clone:** Growth 12, Immunity 30 (Fortitude), Impervious Toughness 32, **Space Flight:** Flight 20 (Space Travel 10), Teleport 30

Equipment: Armor: Impervious Toughness 32, **World Ship:** Equivalent to a **Space Station**: **Elemental Converter: Energy Absorption** 40 (Variable Power, Resistible by Will, Linked to **Weaken** 30, Energy Powers, and Stamina), Broad, Precise, Simultaneous; **Giant Space Ship: Growth** 40, Immunity 35 Protection 35, Impervious Toughness 25; **Flight**: Flight 20 (Limited to Space Travel 10); **Tractor Beam:** Telekinesis 30; **Weapons**: Ranged Damage 20

Advantages: All-Out Attack, Benefit 12 (Visage of Galactus), Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Takedown, Ultimate Effort (Powers)

Skills: Deception 8 (+20), Expertise: (most scientific areas) 10 (+22), Insight 10 (+22), Intimidation 14 (+26), Perception 5 (+17), Ranged Combat: Energy Beams 5 (+10), Technology 4 (+16), Vehicles 4 (+6)

Offense: Initiative +2, Energy Beams +10, Ranged, Damage 30, Unarmed +8 (Close Damage 32)

Defense: Dodge 12, Parry 12, Fortitude 19, Tou 19**,** Will 15

Totals: Abilities 178 + Powers 227 + Advantages 22 + Skills 30 + Defenses 21 = 448

Complications: Imperfect Clone: The Omega was mute and demonstrated sluggish reflexes and reaction time. And while suffering Galactus' Hunger, the Omega could not absorb planetary energies directly without the aid of its Space Ship.

GALACTUS'S MEASURES TO PREVENT ACCESS TO HIS DNA WERE NOT SOPHISTICATED ENOUGH TO DETER ME.
MY OPPORTUNITY CAME DURING THE MAGUS / INFINITY GAUNTLET AFFAIR.
GRAFTING THIS PRIZE TO MY OWN GENE MATRIX PROVED A DAUNTING TASK AND AN IRRESISTIBLE CHALLENGE.
BUT IT WAS AN INTELLECTUAL EXERCISE... A COSMIC NIGHTMARE NEVER MEANT TO BE ACTIVATED.
OUTSIDE FORCES ARE RESPONSIBLE FOR THE MISSTEP OF ITS EXISTENCE.
SOME MISSTEP!

THANOSI-WARRIOR PL17 400 POINTS

Abil: Str 20 **Sta** 20 **Agi** 2 **Dex** 3 **Fgt**12 **Int** 10 **Awe** 10 **Pre** 14

Powers: Flight: 30–point Array, AE: Flight 15 (64,000 MPH), AE: Quickness 7, Stacks with Super-Speed; Speed 15 (64,0 MPH), AE: Movement 15 (Space Travel); **Immortal:** Immunity 11 (Aging, Life Support), Impervious Toughness 20; **Cosmic Energy Control:** 46–point Array, **AE: Energy Blast:** Ranged Damage 20; **AE: Teleportation:** Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible

Advantages: Benefit 4 (Visage of Thanos), Fearless, Inventor, Power Attack, Takedown

Skills: Close Combat: Unarmed 2 (+14), Deception 8 (+22), Expertise: (most scientific areas) 10 (+20), Insight 10 (+20), Intimidation 14 (+28), Perception 4 (+14), Ranged Combat: Energy Beams 8 (10), Technology 4 (+14), Vehicles 4 (+6)

Offense: Initiative +2, Energy Beams +10, Ranged, Damage 20, Unarmed +14 (Close Damage 20)

Defense: Dodge 12, Parry 12, Fortitude 19, Tou 20**,** Will 15

Totals: Abilities 182 + Powers 162 + Advantages 8 + Skills 31 + Defenses 17 = 400

THANOSI-X PL15 400 POINTS

Abil: Str 17 **Sta** 17 **Agi** 2 **Dex** 3 **Fgt** 10 **Int** 13 **Awe** 15 **Pre** 15

Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 16; **Cosmic Energy Control:** 46–point Array, **AE: Energy Blast:** Ranged Damage 20; **AE: Teleportation:** Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible; **Telepathy:** 30–*point Array,* **AE: Alter Thoughts:** Perception Ranged Affliction 15 (Resisted by Will; Dazed, Stunned, Transformed), Progressive, Continuous, **AE: Mental Blast** 15, **AE:** Telepathic Communication: Area Mental Communication 4, Selective, **AE: Mental Invisibility:** Concealment 10, Resistible by Will, **AE: Mental Probe:** Mind Reading 15, Cumulative, Subtle, **AE: Mind Control:** Mind Control 15, **Psionic Detection:** Senses 15 (Mental Awareness, Acute, Analytical, Extended, Radius), **Psi-Screen:** Immunity 10 (Mental Effects), Sustained, Telekinesis: Move Object 2, Close

Advantages: Benefit 4 (Visage of Thanos), Fearless, Inventor, Power Attack, Takedown

Skills: Close Combat: Unarmed 2 (+12), Deception 8 (+23), Expertise: (most scientific areas) 10 (+23), Insight 10 (+25), Intimidation 12 (+27), Perception 4 (+19), Ranged Combat: Energy Beams 8 (10), Technology 4 (+17), Vehicles 4 (+6)

Offense: Initiative +2, Energy Beams +10, Ranged, Damage 20, Unarmed +12 (Close Damage 17)

Defense: Dodge 10, Parry 10, Fortitude 17, Tou 17**,** Will 15

Totals: Abilities 184 + Powers 161 + Advantages 8 + Skills 30 + Defenses 17 = 400

THING FROM ANOTHER WORLD

The Thing From Another World was first encountered in 1982 by a Norwegian Antarctic research team, who discovered a flying saucer that had been buried in the ice for a hundred thousand years. Unfortunately, the pilot organism – a creature that cellularly infected and then devoured other lifeforms, and then imitated them, absorbing all of their abilities and memories – infiltrated the team, infecting and killing almost all of them, before nearly being destroyed itself when the surviving Norwegians burned their own camp.

Escaping in the form of a dog, the Thing trekked out across the Antarctic ice towards an American encampment, stationed in the same region. Pursued in a helicopter by the two surviving Norwegians, who were attempting to shoot it from the air, the creature nevertheless made it to the American camp.

The pursing helicopter crashed, killing the pilot, and the survivor was promptly shot by the Americans after he waded into their camp, shooting recklessly after the Thing-dog.

Baffled at the Norwegians' seeming madness, the Americans investigated the burnt ruins of their camp, discovering charred remains of one of the burnt pieces of the Thing. Taking it back with them, one of their researchers analyzed the remains and realized the scope of the danger the Thing presented – by his calculations, the entire world population would be infected within weeks were the Thing gain access to a populated area – and so he began systematically destroying the camp, crippling its vehicles, smashing their radios, suicidally cutting off the frozen encampment's access to the outside world.

Unfortunately, the Thing – in the form of the dog – had already infected several members of the team, and the charred remains also proved to not be quite dead yet, and the Americans were forced to burn their own camp to the ground. With no shelter, the two survivors sat down to wait and freeze to death in the ice – each wondering if the other was really human. **(Str30)**

PERSONALITY

The Thing's personality mimics whatever organism it is imitating. It seems to have a communal mind, able to break itself into separate creatures, and then rejoin together again into one. A single cell will act independently, of the whole, however – for example to save its own life by jumping away from a hot needle – a trait which has occasionally given away its cover. And although it seems to be sentient, and capable of apparently high-levels of technology – possibly an absorbed trait – it is a pure predatory organism, that will take over, devour, and destroy any population it encounters.

REAL NAME: INAPPLICABLE
OCCUPATION: INAPPLICABLE
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: VARIABLE
WEIGHT: VARIABLE
EYES: VARIABLE
HAIR: VARIABLE

POWERS AND ABILITIES

The Thing takes over its victim at a cellular level, theoretically being able to take over an organism by infecting it with a single cell. It has been documented that individual cells – such as a blood sample – will act independently if separated from the main body. The Thing can also draw upon features of any creature it has absorbed in the past – potentially limitless life-forms on innumerable planets. The mass the Thing can assume depends upon the mass of the victims it has consumed, and the creature has manifested into individual forms larger than a farmhouse. The Thing also gains the victim's memories and knowledge when it assumes its form, suggesting a wide breadth of universal knowledge, besides allowing it to function more effectively as a chameleon.

THING FROM ANOTHER WORLD — PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	8	7	7	8	1	2	3

POWERS

Claws: Strength-based Damage 3, Varies based on Shapeshifting • *3 points*
Movement: Wallcrawling 2 • *4 points*
Shapeshifting: Variable (Limited to imitating creatures it has consumed) 10, Impervious Protection 2, Move Action • *72 points*
Tendrils: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2, Varies based on Shapeshifting • *6 points*

ADVANTAGES

Close Attack 2, Hide in Plain Sight (Dependent upon Shapeshifting), Precise Attack (Close, Cover)

SKILLS

Acrobatics 5 (+12), Athletics 6 (+14), Expertise (Survival) 14 (+15), Perception 9 (+10), Stealth 10 (+17) Deception 10 (+14), Insight 6 (+9), Persuasion 6 (+8)

OFFENSE

INITIATIVE +7

Claws +10	Close Damage 11 (Varies)
Tendrils +10	Close (Reach 2), Damage 10 (Varies)

DEFENSE

DODGE	10	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	10
WILL	10		

POWER POINTS

ABILITIES	90	**SKILLS**	33
POWERS	85	**DEFENSES**	17
ADVANTAGES	4	**TOTAL**	229

COMPLICATIONS

Relationship: The Thing has no known relations with any other species. In fact, it is unclear whether or not they view themselves as separate beings

THOR

Thor is the son of Odin, lord of the Asgardian gods. Odin raised him alongside his foster son Loki, although Thor's power and popularity soon caused Loki to resent and eventually hate him. Thor trained himself to become a mighty warrior and hero, soon outstripping the other Asgardians in his strength and battle prowess. Unfortunately, these feats of prowess were matched only by Thor's headstrong ways and lack of humility, culminating when he nearly started a war with the Asgardians' long-time enemies, the Frost Giants.

For this hubris, Odin stripped Thor of his powers and memories and set him on Midgard (the Norse gods' term for Earth), as a mortal, the humble and lame of leg, Dr. Donald Blake. For many years, Thor believed he truly was a mortal who could become Thor with the aid of the magical hammer, Mjolnir.

Eventually, after adapting several other identities, Thor learned the truth, and he gave up his mortal identity, although he still adapts mortal guises, such as paramedic, Jake Olson, on order to remember his hard-learned lessons of humility.

Though Thor is truly the God of Thunder, he has learned to respect mortals and no longer sees them as inferior. In fact, he often looks to his friend and fellow Avenger, Captain America, for leadership and inspiration and he looks upon Midgard as nearly as much a home as Asgard itself. **(Str95/150)**

PERSONALITY

As the God of Thunder, Thor is as noble and majestic as his name implies. Although he has a tendency to be brash and headstrong, Thor believes the strong must protect the weak, honorably and faithfully. To this end, he guards the Earth from menaces of terrestrial and supernatural origin. When speaking, Thor uses pseudo-Shakespearean language, as befits his regal stature. His friends call him 'Goldilocks' when he's not mad.

POWERS AND ABILITIES

Thor possesses the superhuman physical attributes of an Asgardian, but as the son of Odin and Jord, elder goddess of the Earth (Gaea), his strength is superior to the vast majority of his race. Like all Asgardians, Thor is extremely long-lived (although not immortal like the Olympians), superhumanly strong (his strength is often compared to the likes of the Incredible Hulk), is immune to all diseases, and resistant to conventional injury. His Asgardian metabolism gives him far greater than human endurance at all physical activities. Trained in the arts of war, Thor is a highly skilled warrior, proficient in hand-to-hand combat, swordsmanship, and hammer throwing.

REAL NAME: THOR ODINSON
OCCUPATION: GOD OF THUNDER
BASE: ASGARD
AFFILIATION: AVENGERS
HEIGHT: 6' 6"
WEIGHT: 640 LBS
EYES: BLUE
HAIR: BLOND

The Hammer Mjolnir gives him the ability to summon and control storms (although he does seem to have some inherit ability to control weather), open dimensional apertures, and to fly. Thor is also heir to the Odin Force, which he may channel through Mjolnir.

NOTE: Only the 'worthy', may lift Mjolnir against PLX2 resistance. 'Worthy' is determined by the standards of Odin, and up to the GM, but should reflect 'Thor'-type qualities of nobility and warrior's mettle.

THOR PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	16	3	3	12	1	1	3

POWERS

Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • *21 points*

Mighty Thor!: Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons) • *4 points*

Mjolnir: Array (32 points), Easily Removable (-16 points), Feature 1 (Automatic Return after 1 round), Indestructible

• **Flight:** Flight 12 (8,000 MPH) • *1 point*

• **God of Thunder:** Environment 16 (Lighting, Rain, Thunder, Wind), Ranged Damage 16 • *32 points*

• **Hammer of Thor:** Strength-based Damage 2, Strength-based Ranged Damage 2, Improved Critical 2 • *3 points*

• **Spinning Shield:** Impervious Toughness 16, Limited to while spinning hammer • *1 point*

• **Traverse Dimensions:** Movement 3 (Dimension Travel), Increased Mass 5 • *1 point*

ADVANTAGES

Benefit 5 (Prince of Asgard), Die Hard, Extraordinary Effort, Fearless, Great Endurance, *Improved Critical 2 (Mjolnir),* Power Attack, Ranged Attack 7, Seize Initiative, Takedown

SKILLS

Athletics 2 (+20), Expertise: Asgardian Lore 8 (+9), Expertise: Magic 6 (+7), Intimidation 12 (+15), Perception 6 (+7), Ranged Combat: Mjolnir 2 (+12), Ranged Combat: Lightning 2 (+12)

OFFENSE

INITIATIVE +3

Lightning +12	Ranged Damage 16
Mjolnir +12	Close Damage 20 Crit. 18-20
Mjolnir +12	Ranged Damage 20 Crit. 18-20
Unarmed +12	Close Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	16
PARRY	12	**TOUGHNESS**	16
WILL	8		

POWER POINTS

ABILITIES	114	**SKILLS**	19
POWERS	49	**DEFENSES**	16
ADVANTAGES	19	**TOTAL**	217

COMPLICATIONS

Enemy: Loki, Fafnir Midgard Serpent, Surtur, the Enchantress.

Power Loss: Striking Mjolnir against a hard surface, transforms Thor back and forth into his mortal form of Dr. Don Blake. While he is in this mortal form, Mjolnir looks like a simple wooden cane. In times past, Thor would also revert to his mortal identity if separated from the Hammer for one minute.

Responsibility: Thor takes personal responsibility for the protection of by Asgard and Midgard (Earth)

ITEMS OF POWER

When faced with particularly dire, high-level threats, Thor will sometimes armor up with items or weapons that augment his abilities or provide him with entirely new powers, placing him beyond his normal Power Level limitations. As Prince of Asgard, Thor has access to sufficient resources to challenge X-level characters such as the Celestials, Galactus, or the Phoenix Force. Some of his more established Items of Power are as follows:

Belt of Strength: Enhanced Strength 2 (Lifting Str24; 400,000 tons), Tiring (Raises PL to 17) • *2 points*

Body Armor: Protection 6, Impervious (Raises PL to 17) • *6 points*

Runes: Variable Power 25 (Variable Power, Any Powers with the Magical Descriptor) (Raises PL to 18) • *175 points*

***NOTE:** The GM may simply treat Thor's abilities with these items as **PLX1** – or **PLX2** with the Runes. If utilizing the Odin Force, Thor's power level is **PLX2** (see **Odin Force**)

THE ODIN FORCE

Thor is heir to the full might of Asgard, and in dire emergencies, he can draw upon the '**Odin Force**' - Variable Power 25 with the Magical Descriptor – and channel this energy through Mjolnir in a 25-rank 'Godblast', or into a single physical strike, both at Improved Critical 4. These attacks limited to 'worthy' high-level threats (at least PL17), such as the Midgard Serpent or Galactus, and Thor must take a Toughness check against half his attack damage or be injured himself.

Such 'Unfettered Might' attacks effectively raise Thor to PL19. GMs can also treat this as PLX1 or even PLX2. If Odin is deceased,and as long as Asgard continues to exist, Thor will inherit the Odin Force, becoming 'King Thor' (see entry for: **King Thor** below).

KING THOR — PLX2/PL20/PL21**

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	16	3	3	10	1	18	20

POWERS

All-Father: Enhanced Traits 17, Awareness, Presence, Senses 30 (Awareness 3: Cosmic, Divine, Magical; All Extended 5), Precognition (Limited to major events) • *102 points*
Arm of the Destroyer: Enhanced Strength 3, Indestructible, Limited to left arm, Removable (-1 point) • 2 *points*
Immortal: Immunity 30 (Fortitude), Protection 2 • *32 points*
Mjolnir: Array (32 points), Easily Removable (-16 points), Feature 1 (Automatic Return after 1 round), Indestructible
• **Flight:** Flight 12 (8,000 MPH) • *1 point*
• **God of Thunder:** Environment 16 (Lighting, Rain, Thunder, Wind), Ranged Damage 16 • *32 points*
• **Hammer of Thor:** Strength-based Damage 2, Strength-based Ranged Damage 2, Improved Critical 2 • *3 points*
• **Spinning Shield:** Impervious Toughness 16, Limited to while spinning hammer • *1 point*
• **Traverse Dimensions:** Movement 3 (Dimension Travel), Increased Mass 5 • *1 point*
Odin Force: Sorcery 25 (Variable Power, Any Powers with the Magical Descriptor), Limited (must be channeled through Mjolnir), Physical Boost: Enhanced Stamina 9, Enhanced Strength 7, Limited (draining, temporary; duration of scene), Transform 25 • *332 points*

ADVANTAGES

Benefit 12 (Skyfather) Die Hard, Extraordinary Effort, Fearless, Great Endurance, *Improved Critical 2 (Mjolnir),* Power Attack, Ranged Attack 9, Seize Initiative, Takedown

SKILLS

Athletics 2 (+19), Expertise: Asgardian Lore 8 (+9), Expertise: Magic 6 (+7), Intimidation 12 (+16), Perception 6 (+8)

OFFENSE

INITIATIVE +3

Mjolnir +12	Close Damage 20/27*/30** (Crit. 18-20)
Mjolnir +12	Ranged Damage 20/27*/30** (Crit. 18-20)
Odin Force +12	Ranged Damage 25
Unarmed +12	Close Damage 18/25*/28**
	*W/Odin Force **W/Arm of the Destroyer

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	16*/25
WILL	20	*Without Odin Force	

POWER POINTS

ABILITIES	114	**SKILLS**	17
POWERS	505	**DEFENSES**	11
ADVANTAGES	30	**TOTAL**	893

COMPLICATIONS

Asgard Unfettered: Thor wields the Odin Force through Mjolnir. Without it, he reverts to his normal stats.

KING THOR

King Thor: Thor is destined to one day claim the throne of Asgard, inheriting the Odin Force, becoming a Skyfather – a godly king. There are a number of alternate futures and realities where the Odinson has become King Thor – to greater or lesser success. In most cases, Odin has passed on certain strictures and conditions to guarantee his son use the divine power wisely – usually requiring that it be channeled through Mjolnir, and thus restricted to Odin's standards of worthiness. King Thor has also wielded other items of power from Odin's war-chest, including the Odin Sword, and portions of the Destroyer Armor – which he wore in one alternate future to replace his severed left arm.

Thor has wielded the Odin Force in the mainstream reality on a number of occasions – notably when he resurrected Asgard and Odin himself after a Ragnarok incident, although Odin has always reclaimed his throne and his power, and currently seems in no particular hurry to abdicate in favor of his head-strong son.

THOR: ERIC MASTERSON PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	16	3	3	10	2	2	1

POWERS

Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 10 - *21 points*
Mighty Thor!: Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons) • *4 points*
Mjolnir: Array (32 points), Easily Removable (-16 points), Feature 1 (Automatic Return after 1 round), Indestructible
• **Flight:** Flight 12 (8,000 MPH) • *1 point*
• **God of Thunder:** Environment 16 (Lighting, Rain, Thunder, Wind), Ranged Damage 16 • *32 points*
• **Hammer of Thor:** Strength-based Damage 2, Strength-based Ranged Damage 2, Improved Critical 2 • *3 points*
• **Spinning Shield:** Impervious Toughness 16, Limited to while spinning hammer • *1 point*
• **Traverse Dimensions:** Movement 3 (Dimension Travel), Increased Mass 5 • *1 point*

ADVANTAGES

Die Hard, Extraordinary Effort, Fearless, Great Endurance, *Improved Critical 2 (Mjolnir),* Power Attack, Ranged Attack 7, Seize Initiative, Takedown

SKILLS

Athletics 2 (+19), Expertise: Architecture 2 (+4), Intimidation 12 (+13), Perception 6 (+8), Ranged Combat: Mjolnir 2 (+12), Ranged Combat: Lightning 2 (+12)

OFFENSE

INITIATIVE +3

Lightning +12	Ranged Damage 16
Mjolnir +12	Close Damage 20 Crit. 18-20
Mjolnir +12	Ranged Damage 20 Crit. 18-20
Unarmed +12	Close Damage 18

DEFENSE

DODGE	11	**FORTITUDE**	16
PARRY	11	**TOUGHNESS**	16
WILL	8		

POWER POINTS

ABILITIES	110	**SKILLS**	20
POWERS	49	**DEFENSES**	14
ADVANTAGES	19	**TOTAL**	212

COMPLICATIONS

Power Loss: Striking Mjolnir on a hard surface, transforms Thor back and forth into his mortal form. He will revert to his mortal identity if separated from Mjolnir for one minute.
Secret Identity: Eric Masterson must conceal not only his civilian identity but also that he is not the original Thor.
Single Dad: Eric's duties as Thor forced him to give up custody of his son, Kevin, to his ex-wife.

THOR: ERIC MASTERSON

Eric Masterson was an architect, first granted the power of Thor to save his life after being mortally wounded by the villain, Mongoose, and took the role full-time after the real Thor's latest banishment. Masterson served as Thor in some of the Avengers most epic battles, including the Kree/Shi'ar War, and the Infinity Gauntlet/Infinity War crisis. When Thor eventually reclaimed his power, Masterson was given a hammer of his own, and operated for a time under the name Thunderstrike until his death battling the curse of the Bloodaxe, **(Str95)**

THUNDERSTRIKE PL14 177 POINTS

Abilities: Str 13 **Sta** 12 **Agi 3 Dex** 3 **Fgt** 10 **Int** 2 **Awe** 2 **Pre** 1

Powers: Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 8, **Thunderstrike** (identical to Mjolnir)

Advantages: Fearless, *Improved Critical 2 (Thunderstrike),* Power Attack, Ranged Attack 7, Takedown

Skills: Athletics 2 (+19), Expertise: Architecture 4 (+6), Intimidation 12 (+13), Perception 6 (+8), Ranged Combat: Mjolnir 2 (+12), Ranged Combat: Lightning 2 (+12)

Offense: Initiative +2, Thunderstrike +12, Close Damage 15 Crit. 19-20, Thunderstrike +12, Close Damage 15 Crit. 19-20, Lightning +12, Ranged Damage 16, Unarmed +12, Close Damage 13

Defense: Dodge 11, Parry 11, Fortitude 12, Will 8, Tou 12

Totals: Abilities 92 + Powers 43 + Advantages 8 + Skills 20 + Defenses +14 = 177

THOR: RED NORVILLE PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	16	3	3	10	1	1	3

POWERS

Belt of Strength Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons) • *4 points*
Iron Gloves: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • *21 points*
War Hammer: Array (32 points), Easily Removable (-16 points), Feature 1 (Automatic Return after 1 round), Indestructible
• **Flight:** Flight 12 (8,000 MPH) • *1 point*
• **God of Thunder:** Environment 16 (Lighting, Rain, Thunder, Wind), Ranged Damage 16 • *32 points*
• **Hammer of Thor:** Strength-based Damage 2, Strength-based Ranged Damage 2, Improved Critical 2 • *3 points*
• **Spinning Shield:** Impervious Toughness 16, Limited to while spinning hammer • *1 point*
• **Traverse Dimensions:** Movement 3 (Dimension Travel), Increased Mass 5 • *1 point*

ADVANTAGES

Die Hard, Extraordinary Effort, Fearless, Great Endurance, *Improved Critical 2 (Mjolnir),* Power Attack, Ranged Attack 7, Seize Initiative, Takedown

SKILLS

Athletics 2 (+20), , Intimidation 12 (+15), Perception 4 (+5), Ranged Combat: Mjolnir 2 (+12), Ranged Combat: Lightning 2 (+12)

OFFENSE

INITIATIVE +3

Lightning +12	Ranged Damage 16
Mjolnir +12	Close Damage 20 Crit. 18-20
Mjolnir +12	Ranged Damage 20 Crit. 18-20
Unarmed +12	Close Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	16
PARRY	12	**TOUGHNESS**	16
WILL	8		

POWER POINTS

ABILITIES	114	**SKILLS**	14
POWERS	49	**DEFENSES**	16
ADVANTAGES	19	**TOTAL**	212

COMPLICATIONS

Hot For Sif: Red Norvell's primary motivation in becoming Thor was to romance Thor's girlfriend, the goddess, Sif.
Mad With Power: Initially after being transformed by Loki, Red went mad and tried to kill Thor.
Rival Thunder God: While noble and heroic in his own right, Red is jealous of Thor and Sif, and he is happy to pick a fight.

THOR: RED NORVELL

Red Norvell: Every bit as brash and headstrong as Thor himself, was Roger 'Red' Norvell, who made his way into Asgard with a documentary crew (as part of a scheme by Loki) where he fell in love with the goddess, Sif, who rejected him in favor of Thor. Loki offered the smitten Red the power to equal the Thunder God, with Thor's Iron Gloves and Belt of Strength – which, unknown to any of them, had been instilled with a bit of Thor's essence in a Machiavellian scheme on the part of Odin, to create another Thor to die in his son's place, battling the Midgard Serpent during Ragnarok. 'Red Thor' perished fighting the serpent, and his spirit went to Valhalla.
Red Norvell was restored, however, when Odin and Thor had yet another falling out, this time over Thor's neglect of Asgard in favor of Earth, so Odin replaced him with Red as Asgard's protector.
Red Norvell was again slain, however, when still another Ragnarok was brought about by the Olympian death god Seth, who claimed Red's spirit for his own, setting him to find the other Norse gods (who Odin had hidden in mortal forms), so he could kill them. But upon finding them, Red managed to resurrect the Asgardians, escaping Seth's influence and thwarting the death god's plans. Red Norvell was presumably slain with the Asgardians, in the latest Ragnarok, although it is unknown if he was subsequently restored as well.**(Str95)**

THUNDERER: HERALD OF GALCTUS PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	16	3	3	10	1	7	3

POWERS

Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • *21 points*
Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*
Cosmic Durability: Protection 2, Impervious Toughness 18 • *20 points*
Cosmic Strength: Enhanced Strength 5, Limited to Lifting (Lifting Str23; 200,000 tons) • *5 points*
Mjolnir: Array (32 points), Easily Removable (-16 points), Feature 1 (Automatic Return after 1 round), Indestructible
• **Flight:** Flight 12 (8,000 MPH) • *1 point*
• **God of Thunder:** Environment 16 (Lighting, Rain, Thunder, Wind), Ranged Damage 16, Stacks with Weather Manipulation, capped by power level • *32 points*
• **Hammer of Thor:** Strength-based Damage 2, Strength-based Ranged Damage 2, Improved Critical 2 • *3 points*
• **Spinning Shield:** Impervious Toughness 16, Limited to while spinning hammer • *1 point*
• **Traverse Dimensions:** Movement 3 (Dimension Travel), Increased Mass 5 • *1 point*
The Power Cosmic: Array *(36 points)*
• **Cosmic Blast:** Ranged Damage 18 • *36 points*
• **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking, Detect Life, Extended Detect Life 28) • *1 point*
• **Flight** 14 (32,000) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) • *1 point*
• **Healing:** Healing 18 • *1 point*
• **Matter Manipulation:** Transform 18 (anything into anything.) • *1 point*
• **Weather Manipulation:** Environment 16 (Lighting, Rain, Thunder, Wind), Area Damage 16, Stacks with Mjolnir, capped by power level • *1 point*

ADVANTAGES

Die Hard, Extraordinary Effort, Fearless, Great Endurance, *Improved Critical 2 (Mjolnir),* Power Attack, Ranged Attack 7, Seize Initiative, Takedown

SKILLS

Athletics 2 (+19), Expertise: Asgardian Lore 8 (+9), Expertise: Astronomy 10 (+11), Expertise: Magic 6 (+7), Intimidation 12 (+16), Perception 6 (+14), Ranged Combat: Mjolnir 2 (+12), Ranged Combat: Power Cosmic 2 (+12)

OFFENSE

INITIATIVE +3

Cosmic Blast +12	Ranged Damage 18
Mjolnir +12	Close Damage 20 Crit. 18-20
Mjolnir +12	Ranged Damage 20 Crit. 18-20
Unarmed +12	Close Damage 18
Weather Manipulation	Area, Ranged Damage 16+

IT IS AS THOUGH MY HANDS NEVER PARTED WITH IT-- AND YET, I STILL FEEL THE POWER COSMIC INSIDE ME.
I TREMBLE AT THE THOUGHT OF MY OWN POWER.

THUNDERER: HERALD OF GALACTUS

In an alternate 'What-f?' reality, Thor became Herald to Galactus after Loki conspired to bring the Devourer to Asgard, forcing Thor to become his Herald to spare the Golden Realm – and leaving Loki to seize the throne.
While faithfully guiding Galactus to devour lifeless or evil, warlike worlds, Thor was alerted that Asgard had been destroyed and that Loki ruled over its ruins Thor returned to Asgard, allowing Galactus to devour its remains rather than see its memory despoiled, gaining back his Hammer in the process, and discovering his handling of the duties of Herald still made him worthy. **(Str95)**

DEFENSE

DODGE	13	**FORTITUDE**	18
PARRY	13	**TOUGHNESS**	18
WILL	10		

POWER POINTS

ABILITIES	114	**SKILLS**	24
POWERS	112	**DEFENSES**	18
ADVANTAGES	16	**TOTAL**	284

COMPLICATIONS

Odin Force: Although Asgard has been destroyed, alternate future versions of Thor have still been able to wield the Odin Force through Mjolnir: Variable Power 25.

Worthy of Mjolnir: Initially, Thor operated as Herald to Galactus without his hammer, but upon recovering it, he found he was still worthy.

THUNDRA

Thundra is a warrior woman and time traveler from the 23rd century. In the future society she hails from, Planet Earth is now known as Femizonia, ruled by Amazon-like female overlords (Femizons) who have conquered and enslaved the male population. The former United States is now the 'United Sisterhood Republic', and Thundra is from the megalopolis of 'Milago', located in the United Sisterhood's 'Midwestern Republic'. Physically enhanced by genetic engineering and trained from childhood in combat, the martial arts, and military strategy, Thundra is the Sisterhood's most formidable warrior.

Thundra was sent to the 20th Century to challenge the Thing in one-on-one combat, believing him To be the strongest male of all time, to prove once and for all that women were superior, and finally end a stagnant war between Femizonia and the warlike, male dominated planet of Machus.

Thundra was briefly recruited into the group of supervillains known as the Frightful Four. She had her own agenda and had no real interest in the group, ultimately switching sides and helping the Fantastic Four defeat them.

She has battled alongside (and sometimes against) the Fantastic Four and the Avengers. At one point, she became a professional wrestler training with 'The Grapplers', a group of superpowered female wrestlers. It was revealed that the Grapplers were actually agents working for the Roxxon Oil, a multinational company covertly involved in developing advanced technology and weaponry. The Grapplers tricked Thundra into helping them sabotage Project Pegasus, a prison/research facility built for housing supervillains, and she again came to blows with the Thing. She was briefly allied with the duplicate Hyperion while still in service to Roxxon, and later became the consort of the extra-dimensional warlord Arkon.

However, Thundra has a special place in her heart for the Thing and the two have been involved in many adventures. More recently, Thundra took cell scrapings from the Hulk which were used by scientists in the future to impregnate her and she later birth to a green skinned daughter, Lyra. Thundra has also partnered with the She-Hulk's loose-knit group of female super-heroes, the Lady Liberators, and has some undisclosed arrangement with General Thunderbolt Ross (possibly more metahuman procreation) in his identity as the Red Hulk. **(Str48)**

PERSONALITY

Thundra is confident, boastful, and even a little vain. She will readily challenge any being – particularly if they are male – who believes they are stronger than she is. Hailing from a culture of women who have enslaved the male of the species, Thundra is simultaneously a strongly feminist character yet at the same time a living illustration of the evils of feminism run wild.

Over the years, however, her antagonistic stance towards men has softened somewhat, and she has become more nuanced, as shown by her continued association with predominantly male superhero groups such as the Fantastic Four, and in particular, she has a soft spot for the Thing. As she is a product of a savage, barbaric society, Thundra is quite ready and willing to kill opponents.

REAL NAME: THUNDRA
OCCUPATION: WARRIOR
BASE: MOBILE **AFFILIATION:** UNITED SISTERHOOD
HEIGHT: 7' 2" **WEIGHT:** 350 LBS
EYES: GREEN **HAIR:** RED

THUNDRA PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
13	9	6	4	10	0	1	0

POWERS

Chain: Affliction 13 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *6 points*

Shockwave: Burst Area Damage 10, Limited: Both Thundra and her targets must be in contact with the ground • *10 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*

Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 1 • *13 points*

ADVANTAGES

Accurate Attack, All-out Attack, Attractive, Assessment, Great Endurance, Improved Initiative, Interpose, Leadership

SKILLS

Athletics 4 (+17), Close Combat: Chain 2 (+12), Close Combat: Unarmed 2 (+12), Expertise: Tactics 5 (+5), Insight 2 (+3), Intimidation 10 (+10), Perception 4 (+5)

OFFENSE

INITIATIVE +8

Chain +12	Ranged, Affliction 13, Resisted by Dodge
Unarmed +12	Close Damage 13

DEFENSE

DODGE	12	**FORTITUDE**	13
PARRY	12	**TOUGHNESS**	9
WILL	5		

POWER POINTS

ABILITIES	86	**SKILLS**	15
POWERS	30	**DEFENSES**	20
ADVANTAGES	9	**TOTAL**	160

COMPLICATIONS

Allies: The Lady Liberators, Empress of the Sisterhood

Arrogant: Thundra is a female supremacist, contemptuous of males and prone to underestimating them.

Relationships: Thundra is friends with the She-Hulk, and has a soft spot for the Thing. She has a genetically engineered daughter – Lyra – with the Hulk.

POWERS AND ABILITIES

Thundra possesses formidable superhuman strength as well as a high degree of resistance to physical injury. In her earlier appearances, it was suggested that she might even be 'stronger than the Thing', although this was apparently hyperbole, because her subsequent showings have not borne this out.

Besides superhuman strength and durability, Thundra's speed, stamina, agility, and reflexes are all heightened to the peak of natural human capability. Trained to be the finest warrior of her time, Thundra possesses superior fighting skills that compliment her already formidable metahuman physical abilities.

Thundra is also trained in melee-styled weapons of war. She is a skilled combatant with a sword, although her weapon of choice is a length of chain, which she keeps attached to a bracelet on her left forearm.

Thundra is also an effective, if ruthless, field commander, although her hot-headedness tends to undermine her leadership on a larger scale.

THE TIME MACHINE

***The Time Machine*,** by H. G. Wells, follows the Time Traveler, a 19th century scientist, into the world of the distant future, to the year 802701. His first impression of this strange new world is that of an idyllic place, inhabited by slight and beautiful versions of humanity. These people, called the Eloi, thrive in their sunlit surroundings. They are friendly, gentle, and unusually placid. The Time Traveler initially accepts his surface impression of a carefree, happy existence. However, a number of off-notes begin to threaten this vision.

At one point, the Time Traveler witnesses a crowd of Eloi, sitting in apparent lack of concern, as one of their own – a young Eloi woman named, 'Weena' – is drowning right in front of them. Realizing that no one is making the slightest effort to rescue the helpless little thing, the Time Traveler jumps in and saves her, after which, the little Eloi women begins to follow him around, and he begins to learn more of Eloi society.

He becomes aware of a second species of humanity sharing the future Earth, apparently living underground, only venturing to the surface in the dark of night. These creatures are called Morlocks – hair, spider-like albinos, fully accustomed to the dark world. As his knowledge of the Eloi grows, the Time Traveler realizes that the Eloi live in terror of these creatures, fearing to venture outside after dark.

At first only curious, the Time Traveler becomes desperate when he realizes that these subterranean Morlocks have made away with his Time Machine trapping him in the future. With the aid of Weena, he begins to investigate, venturing down into the caverns that house the Morlocks. Enclosed in the chill dampness, he is suddenly aware of being surrounded. The Morlocks move in, touching and grasping. The Time Traveler is only saved when he strikes a match, blinding the creatures, allowing him to escape back to the surface.

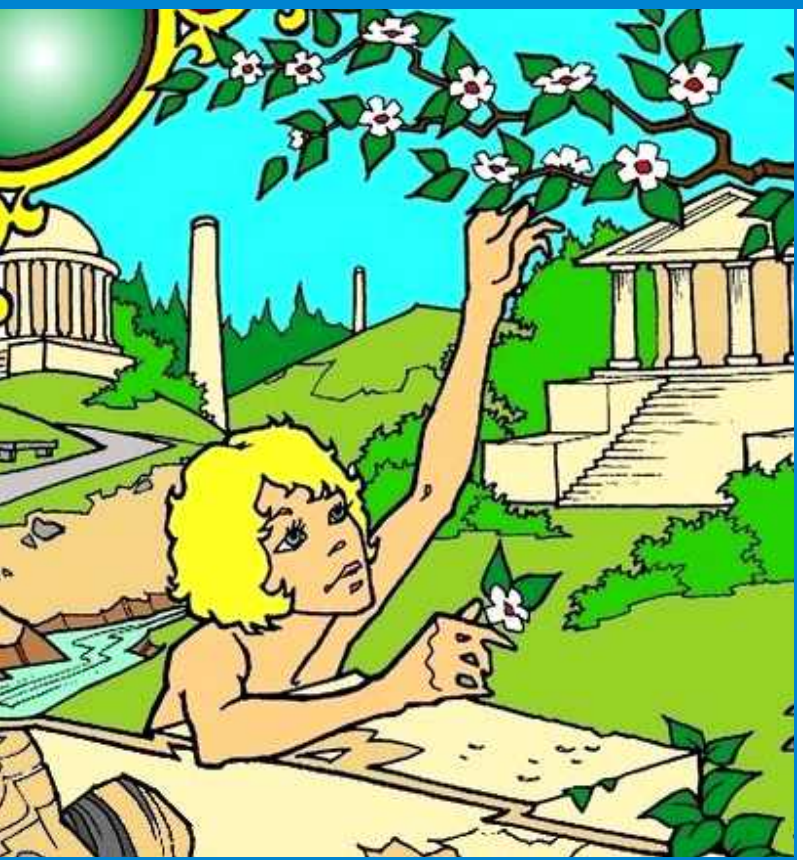
The Time Traveler begins to understand the world of the Morlocks and the Eloi. The Eloi had come t harmony with their secure world. The Morlocks had the power of machines in their underground caverns (which smelled somewhat like blood). The Eloi were becoming continually more passive and less intelligent in their 'friendly' world.

The Morlocks, on the other hand, were desperate and vicious, having to contend with an underground food shortage. Horrible comprehension comes to the time Traveler. He only hints at his answer to the riddle of the Eloi's fear: the Morlock is strong and desperate; the Eloi in their almost unthinking complacency, remind him of cattle.

Trapped out in the woods after dark, the Time Traveler lights a fire to protect himself and little Weena from the Morlocks, who now view him as an adversary. When the Morlocks attack, the fire spreads, lighting a forest fire which rages out of control. The Morlocks, blinded by the fire, are helpless. The Time Traveler manages to survive, but little Weena is dragged off by the Morlocks, and presumably dies in the fire.

In the morning, determined to retrieve his Time Machine and escape this hellish future, the Time Traveler discovers his Time Machine set out as bait. With his last few matches, he manages to hold off the Morlocks long enough to gain the safety of his machine and return to his own time. Once home, he finds his friends skeptical of his tale, despite the pocket full of futuristic flowers given to him by Weena. Cynical of the modern world, the Time Traveler returns to his machine, determined to return with proof of his story, disappearing once again into time – a journey from which he never returns.

SETTING: FUTURE, YEAR 802701, 19TH CENTURY LONDON
BEST-KNOWN CHARACTERS: ELOI, MORLOCKS, TIME TRAVELER, WEENA
GENRE: SCIENCE FICTION



ELOI

The **Eloi** are small, waif-like creatures, no more than four feet tall, who speak a 'beautiful, musical' language, and spend their days lounging in the sun, dancing and playing, with plentiful fruits seemingly growing right off the vine. But their carefree existence is the placid façade of livestock. They show little concern for their own, content to watch a young, Eloi woman drown, when saving her was in easy reach. The Eloi are simple and childlike. They also live in deathly fear of the dark, clustering together at nights in large protective group shelters.

Weena: The Time Traveler makes one lone friend in his future travels – the young Eloi woman who he saves from drowning – an act that awakens dormant emotions of gratitude in young 'Weena' and the little Eloi begins to follow the Time Traveler as he explores the future world. Weena, alone among the Eloi, shows genuine concern for a man who had protected her, and she quickly develops loyalty enough to stay by his side, even as he ventures out into the darkened haunts of the Eloi's greatest fear – the Morlocks. But in the end, the Time Traveler cannot protect her, and Weena is tragically taken by the Morlocks, and then lost in a forest fire. As the Time Traveler flees the future, he holds in his pocket a handful of flowers given him by Weena – a comfort for him now, suggesting that despite the horrors of this future world, kindness and love would continue to exist in the hearts of human kind. **(Str3)**

WEENA PL1

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-2	-1	0	0	-1	-1	0	-1

ADVANTAGES

Attractive

SKILLS

None

OFFENSE

INITIATIVE +0

Unarmed -1 — Close Damage -2

DEFENSE

DODGE	3	**FORTITUDE**	0
PARRY	3	**TOUGHNESS**	-1
WILL	0		

POWER POINTS

ABILITIES	-1	**SKILLS**	0
POWERS	0	**DEFENSES**	8
ADVANTAGES	1	**TOTAL**	8

COMPLICATIONS

Enemy: Morlocks.
Relationships: Weena is a typical Eloi in all respects until she is saved by the Time Traveler – an act of kindness that reignites feeling of gratitude and concern within her – perhaps something that potentially still exists in all Eloi.
Traumatic Fear: All Eloi are terrified of the dark, as that's when the Morlocks are about.

MORLOCKS PL3

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-1	0	1	1	0	0	0	0

POWERS

Claws: Strength-based Damage 1 • *1 point*
Movement: Wallcrawling 1 • *2 points*
Subterranean Senses: Low-Light Vision 4 • *4 points*

ADVANTAGES

Close Attack 2, Hide in Plain Sight (Limited to underground or darkness), Precise Attack (Close, Cover), Tracking

SKILLS

Acrobatics 5 (+6), Athletics 3 (+2), Expertise (Mechanics) 8 (+8), Perception 10 (+10), Stealth 10 (+11)

OFFENSE

INITIATIVE +1

Club +2	Close Damage 1
Teeth +2	Close Damage 0

DEFENSE

DODGE	3	**FORTITUDE**	0
PARRY	3	**TOUGHNESS**	0
WILL	2		

POWER POINTS

ABILITIES	2	**SKILLS**	16
POWERS	7	**DEFENSES**	7
ADVANTAGES	5	**TOTAL**	39

COMPLICATIONS

Enemy: the Time Traveler **Eloi:** The Morlocks tend to the needs of the Eloi – the offshoot of humanity that the Morlocks breed like cattle. **Light Sensitivity:** Morlocks are extremely sensitive to light – even a match-flame is sufficient to blind them

MORLOCKS

The nocturnal Morlocks were one of the creepiest sci-fi bogeymen to come out of the classic era. “It looked so like a human spider”, the Time Traveler describes, “with their wide blinking eyes, and chinless faces.” The Morlocks are small-bodied like the Eloi, perhaps only four feet tall, but have become misshapen sub-humans due to generations of labor, have gone albino from their life in darkness, and blind in all but the faintest light. The Morlocks, however, are not weak like the Eloi, and mob upon the unsuspecting Time Traveler when he carelessly walks into their clutches. The Morlocks' whole existence is about cultivating the field lands above, and keeping them populated with Eloi – the Morlocks’ primary food source. **(Str4)**

NOTE: Although the Morlocks in the novel were small creatures, dangerous only in numbers, cinematic versions differ. The popular George Pal version featured man-sized Morlocks (+2 to STR, STA) and Eloi that were basically normal, albeit passive (and uniformly blond) humans. A recent remake featured powerful gorilla-like Morlocks. (+6 to STR, STA)

THE TIME TRAVELER PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	2	1	3	2	4	2	2

EQUIPMENT

Time Machine: Movement 3 (Time Travel) • *6 points*

ADVANTAGES

Eidetic Memory, Equipment 2, Fearless, Inventor, Skill Mastery (Science), Skill Mastery (Invention), Well-Informed

SKILLS

Expertise (Science) 12 (+16), Insight 8 (+10), Perception 10 (+12), Persuasion 5 (+7), Stealth 2 (+3), Technology 8 (+12)

OFFENSE

INITIATIVE +1

Unarmed +2 — Close Damage 1

DEFENSE

DODGE	6	**FORTITUDE**	2
PARRY	6	**TOUGHNESS**	2
WILL	8		

POWER POINTS

ABILITIES	34	**SKILLS**	22
POWERS	0	**DEFENSES**	15
ADVANTAGES	8	**TOTAL**	79

COMPLICATIONS

Curiosity Killed the Cat: The Time Traveler's greatest gift is also his greatest failing, as he often wanders into dangerous situations, born of a need to know, combined with a 19th Century morality that leaves him a bit too trusting.

THE TIME TRAVELER

The narrator of *The Time Machine*, who tells the story in the form of an extended first-person quote, only refers to the protagonist – apparently a friend and a scientific colleague – as '**The Time Traveler'**.

The Time Traveler is, at least, a 19th Century Englishman, and inventor – a man of boundless curiosity, and unmatched idealism. A man of his times, he is shocked by the base nature of the future world he discovers, yet is still heartened by the inherent optimism of his own time, believing that humanity is good at heart – or at least always has the potential for good within it. His ultimate fate is left to the reader's imagination as the Time Traveler is last seen by the narrator, as he prepares to journey once again into the future, determined to bring back proof of his journey, but this time he never returns. **(Str6)**

NOTE: The George Pal production of *The Time Machine* gave the Time Traveler the name of 'George Taylor'**,** and introduced a romantic relationship with Weena, as the Eloi in this version are essentially normal humans, albeit, pretty, exclusively blond and vapid. The Time Traveler also manages to rescue Weena from the Morlocks, and destroy their underground lair. And at the end, when he returns to the future, it is to help the Eloi rebuild their society.

TITANIA

Mary MacPherran was living in the suburb of Denver, Colorado that the Beyonder grabbed for his battleworld during the Secret Wars. Doctor Doom offered her powers if she would do his dirty work. She agreed, and once she gained super strength and resistance, she never looked back.

She trashed the She-Hulk the very first time they met, but her self-confidence was shattered when she was subsequently soundly defeated by Spider-Man – a beating that prompted a Long-term irrational fear of the Amazing Arachnid, that persisted for years, despite her far-superior strength. This phobia finally ended when Spider-Man posed a threat to the Absorbing Man and **Titania**, unthinking, ran to his aid.

Titania and the Absorbing Man were a long-running, independent criminal couple, but they also worked with the fourth Masters of Evil team, in their efforts to destroy the Avengers Mansion.

Although thuggish, Titania will occasionally work for the greater good – particularly if her self-interest is at stake. During the Onslaught Crisis, shortly before Thor's departure into Franklin Richards' new alternate universe, both she and the Absorbing Man swore to him they would go straight. Although it was a heartfelt statement at the time, the two quickly backslid, without Thor himself around to 'chaperone' them.

Titania and the Absorbing Man eventually married, although this does not affect their careers – criminal or otherwise. Titania remains one of the more powerful active villains, and may well be the strongest woman on Earth. **(Str90)**

PERSONALITY

Titania is not particularly deep and not very subtle, either. Before gaining her powers, she was a small, weak woman, and now that she is large and strong, she is determined to show everyone – particularly men – just how powerful she really is. She holds a particular grudge against the She-Hulk.

Titania is loyal to her friend, Marsha Rosenburg (Volcana), and she is very devoted to her hubby, 'Crusher' Creel (Absorbing Man) – she will viciously pound anyone who hurts him.

POWERS AND ABILITIES

Titania has superhuman strength comparable if not superior to the She-Hulk at her normal adrenaline-levels, as well as a high-degree of resistance to physical injury, including resistance to military munitions, and is immune to most normal toxins, diseases, and extremes of temperature.

Titania has also developed into a fair hand-to-hand combatant, although she is definitely a 'brick', with a fighting style heavily dependent on her strength, and she will lose to an opponent that can simply overpower her. She can also be defeated by clever tactics, such as demonstrated by Spider-Man, that frustrate and confuse her.

REAL NAME: MARY MACPHERRAN
OCCUPATION: PROFESSIONAL CRIMINAL
BASE: MOBILE **AFFILIATION:** ABSORBING MAN
HEIGHT: 6' 6" **WEIGHT:** 545 LBS
EYES: BLUE **HAIR:** REDDISH BLOND

TITANIA PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
17	13	1	1	7	0	1	1

POWERS

Shockwave: Burst Area Damage 11, Limited: Both Titania and her target must be in contact with the ground • *11 points*
• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both Titania and her target must be in contact with the ground • *1 point*
Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 11, Protection 1 • *20 points*

ADVANTAGES

All-out Attack, Attractive, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 2 (+9), Intimidation 6 (+7), Perception 4 (+3), Persuasion 4 (+5), Ranged Combat: Throwing 8 (+9)

OFFENSE

INITIATIVE +2

Throw + 9	Ranged, Damage 17
Unarmed +9	Close Damage 17

DEFENSE

DODGE	8	**FORTITUDE**	13
PARRY	8	**TOUGHNESS**	14
WILL	5		

POWER POINTS

ABILITIES	82	**SKILLS**	11
POWERS	32	**DEFENSES**	11
ADVANTAGES	5	**TOTAL**	143

COMPLICATIONS

Arachnophobia: After suffering a humiliating loss to Spider-Man early in her career, Titania had an irrational fear of him for many years afterwards, despite the fact that she far outmuscles the Amazing Arachnid.
Enemies: She-Hulk, Spider-Man
Obsession: Titania is obsessed with proving her strength, particularly against men.
Relationships: Titania is married to the Absorbing Man, and is good friends with Volcana. She seems to genuinely care about them both.

TOUGHEST BABE AT THE BULLPEN

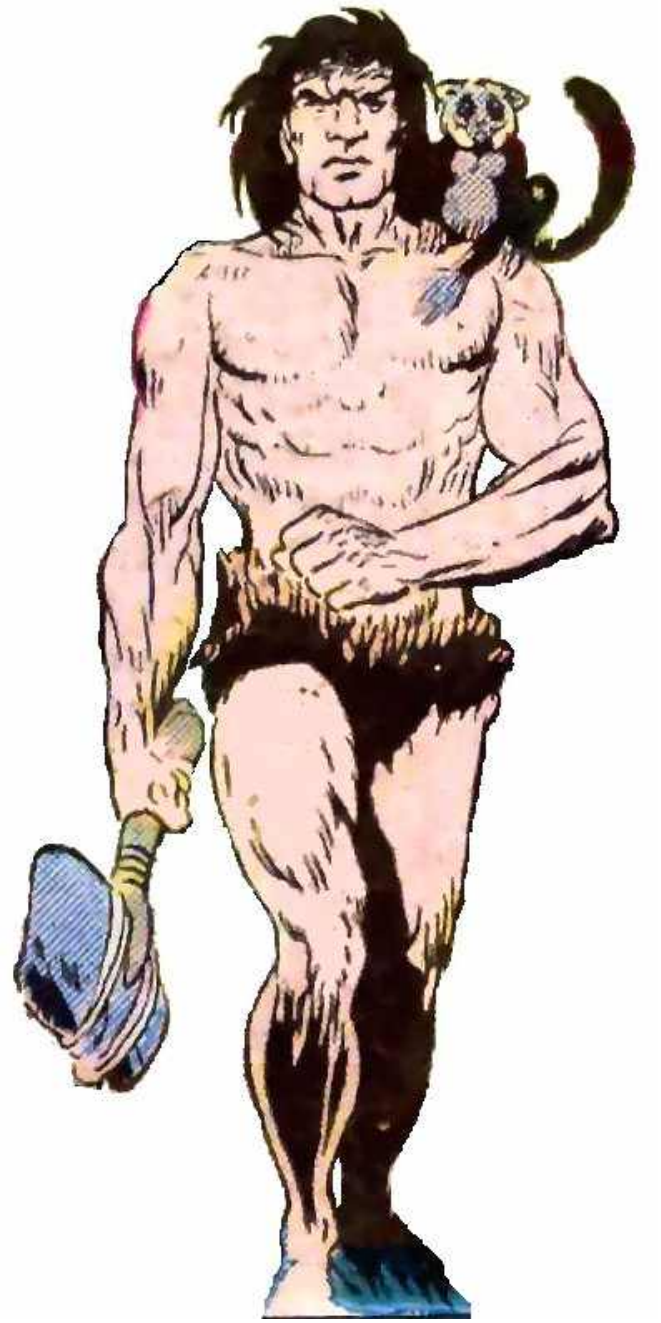
While Titania will beat up guys on general principals, her real rivalry is with the She-Hulk, for no other reason (at least on Titania's part) than to show who's the top chick on the block – a enmity she initiated right from the start. Titania's first major battle after Doctor Doom granted her super-strength, was with the She-Hulk – a battle that she was winning handily when she was joined by several other super-villains in beating the unfortunate She-Hulk unconscious.
The two have battled many times since, and while results have varied, it is still not clear who is the top lady powerhouse at Marvel.

TOR

Tor the Caveman was a denizen of Joe Kubert's World of a Million Years Ago – a One Million Years B.C.-type prehistoric world with a plethora of monsters from all time periods, everything from giant bears, and Sabretooth tigers to Brontosaurus and Tyrannosaurus rex. Tor is a Conan-esque caveman, who stands apart from his tribe. Besides his great strength, Tor exhibits, the first stirrings on modern intelligence, breaking away from the savagery of the animal, a trait which he demonstrates when he saves a small, spider-monkey-like primate from the jaws of giant plesiosaur – after which the little creature – which Tor name's 'Chee Chee' – adopts his caveman rescuer, as a permanent partner, riding across Tor's shoulder, acting as scout and watchdog.

Tor's compassion is no advantage in his prehistoric world, however, and when he heroically saves a fellow tribesman – Zul – from a hungry T. rex, against the orders of the cruel hunt-leader, Klar, a resulting skirmish (in which Tor decisively cleans Klar's clock), he falls out of favor with his tribe.

Klar, plotting revenge, captures Chee Chee, using the little creature's shrieks to lure Tor into a trap. Tor, however, is saved from Klar's spear, by Tor's friend, Zul. Enraged, Klar crushes Zul's skull with his stone hammer, before Tor can intervene. Tor promptly returns the favor, beating Klar to death with his bare hands. Tor is banished for his actions, and he and Chee Chee leave the tribe to face the dangers of the prehistoric world alone. **(Str16)**



PERSONALITY

Tor is unusual for a cavemen, displaying the first stirrings of modern compassion as well as being more intelligent than his peers. Having said that, he is a brutal savage, a product of a world when combat was usually to the death, and Tor has no compunction about dealing a killing blow to either a human or an animal. Despite that, Tor can actually be quite good-natured, even with a wry sense of humor, and after his exile from his tribe, he made habit out of helping other cave-folk from other tribes (often fur-bikini-laden cave-women) in varying dangerous circumstances, anything from killing a rogue dinosaur, or knocking off a cruel leader.

POWERS AND ABILITIES

Tor is a massively powerful caveman, with a nimble agility that belies his size. He is a dangerously formidable barehanded against almost any foe, but it He is also proficient with most other of the common weapons of his day, from spears to stone clubs and knives. He has also been shown to be proficient with a bow, as well as various tools related to hunting and survival – creating fishing nets, rods, traps and nooses. Not the least of his abilities are his intelligence and the strength of his personality. He is fair-minded and a natural leader, tending to help those in need – particularly those who deserve it.

REAL NAME: TOR
OCCUPATION: CAVEMAN
BASE: PREHISTORIC NORTH AMERICA **AFFILIATION:** NONE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: UNREVEALED **HAIR:** BLACK

TOR PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
5	5	5	5	10	2	3	2

POWERS

Caveman: Enhanced Skills 6 (Acrobatics 2, Survival 2, Stealth 2, Limited to Jungle environments), Enhanced Skill 6 (Persuasion, Limited to Animals), Movement 4 (Safe Fall, Sure-Footed 2, Swinging) • *20 points*

EQUIPMENT

Bow: Ranged Damage 5 • *5 points*
Knife: Strength-based Damage 2 • *2 points*
Spear: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Close Attack 3, Defensive Roll 3, Diehard, Equipment 2, Improved Critical (Knife), Improved Initiative, Instant Up, Power Attack, Uncanny Dodge

SKILLS

Acrobatics 3 (+8), Athletics 12 (+17), Close Combat (Unarmed) 3 (+113), Expertise (Jungle) 13 (+15), Expertise (Survival) 13 (+15), Insight 4 (+7), Intimidate 10 (+14), Investigate 4 (+6), Perception 6 (+9), Persuasion 4 (+6), Ranged Attack (Thrown Weapons) 6 (+11), Stealth 8 (+13)

OFFENSE

INITIATIVE +9

Bow +10	Ranged, Damage 3, Crit. 19-20
Knife +13	Close, Damage 7, Crit. 19-20
Spear +11	Ranged, Damage 8, Crit. 19-20
Unarmed +13	Close Damage 5

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	7/4*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	74	**SKILLS**	52
POWERS	0	**DEFENSES**	20
ADVANTAGES	23	**TOTAL**	169

COMPLICATIONS

Exile: Because he killed a ranking member of his tribe, Tor has been exiled from his people
Pet: 'Chee Chee' – a squirrel-monkey-type critter. Chee Chee is quite danger-prone, usually in constant need of rescue.
Temper: Tor is a caveman and acts like it

TRIGON

Thousands of years ago in another dimension, the last inhabitants of a dying world called upon the dark forces they worshiped to bring them a savior. Instead, the child born to one of their own lashed out at birth to kill everyone nearby. Yet, the child **Trigon** survived, destroyed a planet before he was six and conquered millions of worlds before the age of thirty. Along the way, he fathered a child upon a woman named Arella, who fled to a temple between dimensions called Azarath and gave birth to a daughter named Raven.

Just as Trigon was running out of worlds to add to his empire, he saw through the dimensional veil to discover the planet Earth and an entire new universe of worlds to conquer. As he planned a new campaign of conquest, his daughter Raven journeyed to Earth and assembled a young group of heroes—the Teen Titans. With the help of the Titans and the sacrifice of her mother Arella, Raven prevented Trigon from conquering Earth and fulfilled the destiny planned for her by the goddess Azar, whose peaceful followers in Azarath had long sought to destroy Trigon's evil.

When Trigon retreated to his home realm, weakened for the first time in centuries by his defeat, the many worlds he had conquered turned against him. Though Trigon defeated and destroyed all his foes, the battle left him further drained. When he once again turned his eyes to Earth, he decided he needed the assistance of his children—six sons, fathered like Raven upon cult members. Though Trigon's sons answered his call, at the critical moment when he prepared to cross over to Earth they seized his power for his own. When Trigon's sons attacked the Titans, Raven in turn appeared to join them but betrayed them as they had their father, gathering her father's power and then expelling it.

Weakened like never before but proud of his offspring's will and treachery, Trigon waits in his barren realm, waiting to recover his strength and planning his eventual conquest of Earth. **(Str500)**

PERSONALITY

Trigon is evil personified. The only true emotion he feels is hate, but he receives satisfaction that is close to pleasure when causing pain, and will sometimes torture his opponents rather than kill them outright in hopes of corrupting their spirits and adding them to his forces after breaking their will. From both those who serve him and those who oppose him, Trigon demands both obedience and subservience: anything less is a request to be obliterated. Worlds conquered are allowed to survive, but only in utter and abject fealty to a god who demands regular sacrifices to prove loyalty. On worlds where Trigon's authority is challenged, the rebellion is destroyed along with the entirety of the planet.

REAL NAME: TRIGON
OCCUPATION: INTERDIMENSIONAL CONQUEROR
BASE: INTERDIMENSINAL HELL **AFFILIATION:** NONE
HEIGHT: VARIES **WEIGHT:** VARIES
EYES: RED **HAIR:** WHITE

TRIGON

PLX2/PL21

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
25	25	6	6	10	1	1	2

POWERS

Demon Body: Immunity 30 (Fortitude), Protection 5 • *35 points*
Dimensional Travel: Movement 3, Teleport 40, Dimensional 3, (Dimension Travel), Increased Mass 5 • *94 points*
Magic: Energy Control 30 (Variable Power, Any Powers with the Magical Descriptor), Transform 30 • *380 points*
Mind Control: Perception Range Affliction 40 (Resisted by Will; Dazed, Compelled, Controlled), Subtle, Mental Blast 19 • *116 points*

ADVANTAGES

All-Out Attack, Benefit (Conqueror), Connected, Die Hard, Great Endurance, Power Attack, Well-Informed

SKILLS

Close Combat (Unarmed) 2 (+12), Deception 16 (+22), Expertise: Azarath 15 (+21), Insight 5 (+22), Intimidation 17 (+35), Perception 10 (+27), Persuasion 15 (+25), Ranged Combat: Sorcery (Flame/ Energy Blast) 4 (+10)

OFFENSE

INITIATIVE +7

Energy Blast +10	Ranged Damage, 30
Unarmed +12	Close Damage 25

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	30
WILL	19		

POWER POINTS

ABILITIES	228	**SKILLS**	36
POWERS	625	**DEFENSES**	8
ADVANTAGES	8	**TOTAL**	879

COMPLICATIONS

Unending Conquest: No matter how many different worlds he conquers, Trigon is never able to satisfy his lust for conquest.
Deadly Progeny: Trigon's children—his daughter Raven and six sons—are powerful in their own right and the greatest obstacles to his continued campaign of conquest, seeking either to rally forces to stand in his way (as Raven did when she gathered the Teen Titans) or seeking to steal their father's power for their own, as did his sons.
Gigantic Demon: Trigon often appears as a giant (Growth 20 or higher), but this is a magical manifestation and does not affect his other abilities.

POWERS AND ABILITIES

Because he is empowered by pain, each world Trigon the Terrible conquers gives him the strength to mercilessly conquer 2 more—after conquering millions of worlds, he has accumulated PLX-level power.
By will alone, Trigon can reshape any world he touches, twisting it into a corrupted version of what it once was, with walls and pillars made from the anguished forms of those who have fallen before his power. With only a fraction of his power, his death-stare can obliterate any mortal instantly, or condemn them to an eternity of agony.
X-Level: The stat-box represents Trigon as a playable **PL21** entity. At the X-level, he ranks as a **PLX2** entity - all Powers and Abilities are assumed to be 20 with a 20-point bonus for each additional X-rank (**20x2=40**) on all rolls. At higher levels, he has been **PLX3**.

RAVEN

Raven has a long and tumultuous history. It begins with her mother, Angela Roth, a teenage runaway who found refuge in the Church of Blood, where she became impregnated by the demon lord Trigon. Horrified by the possibilities of what her child would be, Angela fled and was welcomed in Azarath, a mystical realm home to a pacifist civilization. Taking the name Arella, she gave birth to Raven among the monks.

Raven was raised to keep her emotions under control in order to prevent her demonic heritage from gaining release. When she turned eighteen, she learned that Trigon was her father and that he intended to invade Earth. Determined to stop her father, she contacted the Justice League for help, but Zatanna detected her demonic essence and they refused to aid her.

Distraught, Raven gathered a new Teen Titans team, who agreed to help her and considered her (and each other) as family. With the Teen Titans, Raven found the emotional warmth she could not have in Azarath, but she remained gloomy and detached as part of her self-discipline. When Trigon finally made his move and kidnapped Raven, the Teen Titans fought and defeated him, and Arella served as his guardian in an extradimensional prison.

Raven's control slipped a couple of times, revealing that Trigon could still influence her—though not control her—and he eventually escaped imprisonment, determined to achieve his evil plan. He transformed Raven into a demonic form, forcing her friends to kill her. Her death freed the souls of the recently destroyed Azarath, who used Raven as a channel to banish Trigon and return Raven to life, after which she vanished.

Brother Blood found her and used her to control Robin, but the Titans freed them both. Raven adopted a white cloak as part of her costume, to represent her freedom from her father's influence. After many adventures with her friends, Raven was once more overcome, this time by the corrupted souls of Azarath, who awoke the demon side of her nature. The Titans, with the help of Arella, were able to cleanse the souls of Azarath by destroying Raven's body.

This essence of Trigon within Raven was thus freed and took a sentient form through which he infected others with his seed, but Starfire received the good side of Raven's nature, opening the way for Trigon's eventual defeat.

Raven's spirit wandered the Earth until a new Brother Blood captured her and incarnated her in the body of a teenage girl, created by the Church's blood magic, with the intent of marrying her and unleashing Armageddon. Her spirit cried out against this, reaching her friends, who promptly rescued her and apparently.

RAVEN PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	1	2	2	1	3	5	3

POWERS

- **Read emotions:** Mind Reading 15, Subtle 2, Limited to Emotions; Senses 8 (mental; Extended Accurate Emotion Awareness, Acute Mental Senses, Tracking (emotion awareness), Magic Awareness) • *25 points*
- **Ease Pain:** Healing 22 (psychic), Persistent, Restorative (magic effects), Stabilize, Side-Effect 2 (suffer Affliction 10 (excruciating pain, Resisted by Will; Dazed and Dodge Impaired)) • *1 points*
- **Emotion Manipulation:** Ranged Affliction 12 (psychic; Resisted by Will; Entranced, Compelled, Controlled), Progressive, Limited (only instills emotions); Side-Effect (Affliction 10 (nausea; resisted by Fortitude; Dazed and Attack Impaired)) • *1 point*
- **Inflict Pain and terror:** Ranged Affliction 12 (psychic; Resisted by Will; Attack Impaired and Dazed, Dodge Disabled and Stunned), Extra Condition, Limited Degree • *1 point*
- **Numb emotions:** Ranged Affliction 12 (psychic; Resisted by Will; Entranced and Insight Impaired), Extra Condition, Linked, Limited Degree 2 Linked to Nullify Mental Effects 12, Simultaneous (all emotion effects), Limited (emotion effects) • *1 point*
- **Personal Dreamscape:** Ranged Illusion 10 (psychic, All Senses), Insidious, Precise, Limited to One Subject, Reduced Range, Resistible (Will) • *1 point*

Flight: Flight 3 (16 MPH) • *6 points*

Soul Self: Magic Array (47 points)

- **Astral Projection:** Remote Sensing 23 (astral travel; All Senses), Feedback, Dimensional 2 (Magic Dimensions),Limited—Physical body is Incapacitated, Limited—Cannot use Empathy array, Noticeable (Raven-shaped Shadow)• *47 points*
- **Mass Soul Jump:** Area Burst 2 (60 feet) Teleport 7 (magic; 120 miles), Accurate, Change Velocity, Extended, Selective, Limited to Extended • *1 point*
- **Dimensional Shift:** Area Burst 2 (60 feet) Movement 2(magic; Dimensional 2 (Magical Dimensions)), Additional Ranks 8 (Limited to increase DC), Selective • *1 point*
- **On raven Wings:** Area Burst 2 (60 feet) Flight 3 (16 MPH),Affects Others • *1 point*
- **Ravensoul Shield:** Ranged Enhanced Defenses 15 (Dodge 7, Parry 8), Affects Others • *1 point*
- **Soul Jump:** Teleport 8 (magic; 1 mile), Accurate, Change Direction, Change Velocity, Portal, Turnabout • *1 point*

Soul Self Incarnate: Insubstantial 3 (psychic energy),Activation (Move action); Feature (appear as a giant, raven like shadow); Enhanced Advantages 2 (Daze (Intimidation),Move-by Action) • *17 point*

ADVANTAGES

Accurate Attack, *Daze (Intimidation),* Defensive Roll 4, Fascinate

SKILLS

Close Combat: Unarmed 6 (+8), Deception 5 (+8), Expertise: Magic 6 (+9), Expertise: Theology 6 (+9), Insight 12 (+17), Intimidation 11 (+14), Perception 5 (+10), Persuasion 9 (+12), Ranged Combat: Empathy 6 (+8))

OFFENSE

INITIATIVE +2

Empathy Powers +8	Ranged, Effect varies 12
Personal Dreamscape +8	Ranged, Illusion 10
Unarmed +8	Close Damage 0

DEFENSE

DODGE	8/15**	**FORTITUDE**	8
PARRY	7/15**	**TOUGHNESS**	5/1*
WILL	12	*Without Defensive Roll.	
		**With Ravensoul Shield	

POWER POINTS

ABILITIES	36	**SKILLS**	33
POWERS	105	**DEFENSES**	25
ADVANTAGES	12	**TOTAL**	211

COMPLICATIONS

Power Loss: Raven's Soul Self can be damaged or even captured by an opponent using the right magic or amount of power. In this case, she cannot use Soul Self Incarnate or the powers in the Soul Self array. She languishes and may die if forcibly separated from her Soul Self for too long.

Power Nexus: Because of her heritage and mystic knowledge, Raven is the target of many supernatural forces that wish to use her for their own dark purposes.

Powerful Empath: Raven's self-control sometimes slips and she becomes overwhelmed by ambient emotions, suffers pain from very strong feelings around her, or she unwittingly uses Emotion Manipulation and Numb Emotions on others. She always regrets these lapses. Because she denied herself any feelings until she was free from her father's influence, she is still confused by her own emotions and may misinterpret what she and others around her feel.

Uncontrolled Precognition: When raven tries to use her Trance or Ritualist advantages, or when she's just trying to sleep, she can receive precognitive flashes outside her control that knock her out and abort her attempt to use her powers and/or prevent any recovery from resting.

Trigon's Firstborn: Raven's dark nature can threaten to dominate her personality. If giving in to darker emotions or overpowered by demonic influence, she becomes the infernal embodiment of Pride and it's up to her friends to bring her back.

RAVEN'S SOUL-SELF

While impressive, in terms of mechanics the raven-like manifestation of Raven's Soul Self is merely a visual, narrative effect. The Soul Self array groups the more physical of Raven's powers, and its jet-black manifestation appears when she uses them, covering each power's area, and flying toward their target. While she can assume the shadow-raven's likeness with the Soul Self Incarnate power, she retains the use of all her powers in either shape.

ended the threat of the Church of Blood once and for all. Raven eventually took the name Rachel Roth, and enrolled in her local high school, as part of an effort to experience the life of a normal, American teen-aged girl. During this time, Raven moved between the most recent incarnation of the Teen Titans and her original friends, who were now adults. Because she discovered that she is not actually free of Trigon and may become the embodiment of the Sin of Pride if she is not careful, she initially rejected a relationship with Beast Boy, but eventually accepted and reciprocated his love. **(Str5)**

TROYJANS

The **Troyjan** empire was on the brink of collapsing before Armageddon became ruler. Although he was just a boy, Armageddon led his troops to countless victories, conquering many galaxies and slaughtering entire solar systems. At some point in time, the Troyjans encountered Agamemnon, founder of the Earth group, the Pantheon, and a deal was struck. In return for Troyjan science to benefit him and his children with extraordinary long lives, the Troyjans could claim any of Agamemnon's descendants as their own for whatever use they desire. The Troyjans suffered a great loss during a war with the Hulk and members of the Pantheon when they insisted on rescuing their kidnapped comrade, Atalanta. The loss did not come in the form of a toppled kingdom, but rather with the death of Armageddon's son, Trauma. Before he died, Trauma asked for his foes to be given safe passage back to Earth.

ARMAGEDDON

'Arm'chedon' was just a teenager when his father died in a space battle, leaving him to assume the throne of the Troyjan Empire. The monarchy was on the verge of collapse, but **Armageddon** was a warrior-born. He led his troops to countless victories over worlds across the galaxy. Armageddon was so busy expanding his kingdom, he did not even notice when his wife died in childbirth after delivering twin sons. Even the boys' education was left to his trusted friend and advisor, Lord Vittio. Armageddon's sons would not be noticed again by him until a mission to Earth left one of them dead and the other in love with his twin's murderer.

Trauma, the son that survived, wanted to marry his brother's killer, Atalanta of the Pantheon, which made Armageddon think his son was a fool. However, he hesitantly gave Trauma permission to do as he wished. Trauma kidnapped Atalanta and brought her back to his home world, and even Armageddon was impressed by the physical appearance of the woman. Despite his first thoughts on the subject, Armageddon was willing to stand by his son's decision even when the Hulk, Silver Surfer and the Starjammers stood in front of him demanding Atalanta's release. To show just how serious he was, Armageddon fired cosmic blasts at both Hulk and the Surfer, holding them at bay. Only after Hulk convinced Trauma to meet him in personal combat did Armageddon reluctantly release his hold on the Green Goliath. Immediately after the Hulk was freed, the Pantheon member Cassiopeia, liberated the Silver Surfer. The Surfer attacked Armageddon, but the sudden scream of agony from Trauma stopped everyone in their tracks. The Hulk had knocked Trauma onto a piece of his own broken armor, and it pierced his heart. As he was dying, Trauma asked his father to give Atalanta, and her friends, safe passage home, and Armageddon granted his son's last wish. Armageddon didn't know how much he truly cared for his son until he was gone.

Several months later, Armageddon invaded Freehold, the former home of the Leader, and he discovered a machine to reanimate the dead. He intended to use the Hulk's power to activate the machine and bring Trauma back to life.

The Hulk agreed, but once he was strapped into the machine, the Hulk forced too much of his energy into the machine which caused an overload followed by an explosion. Trauma's body was incinerated in the blast, and even as Armageddon applauded Hulk's deception, he still insisted the Hulk would one day die by his hand. **(Str100)**

BASE: TROYJAN EMPIRE
KNOWN MEMBERS: ARMAGEDDON, LORD VITO, TRAUMA
HEADQUARTERS: TROYJAN THRONEWORLD
VEHICLES: VARIED SPACE AND LANDCRAFT

ARMAGEDDON PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	16	2	2	12	2	2	11

POWERS

Energy Blast: Ranged Damage 19 (Eye Beams or Cybernetic Hand-Cannon) • *38 points*

Invulnerability: Impervious Toughness 15; Immunity 10 (Life Support) • *25 points*

ADVANTAGES

Benefit 10 (Lord of Troyjan Empire), Fearless, Power Attack, Takedown

SKILLS

Deception 8 (+10), Insight 8 (+10), Intimidation 10 (+21), Perception 4 (+6), Ranged Combat: Energy Beams 10 (+12), Technology 4 (+6), Vehicles 4 (+6)

OFFENSE

INITIATIVE +2

Energy Beams +12	Ranged, Damage 19
Unarmed +12	Close Damage 19

DEFENSE

DODGE	12	**FORTITUDE**	18
PARRY	12	**TOUGHNESS**	16
WILL	13		

POWER POINTS

ABILITIES	130	**SKILLS**	24
POWERS	63	**DEFENSES**	21
ADVANTAGES	13	**TOTAL**	252

COMPLICATIONS

Enemies: Armageddon has long-standing enmity with the Pantheon who killed one of his sons, and for the Hulk, who killed the other

Reputation: Armageddon is a galactic warlord with an empire few interstellar forces have dared challenge..

TRAUMA

Born the son of Armageddon, the unforgiving monarch of the Troyjan empire, Troh-Maw was instantly at a disadvantage. Having a twin brother ro fight for the his father's attention made matters worse. **Trauma** and his brother had superhuman strength, became proficient at all forms of combat, and both shared their race's ability to channel and cosmic energy. **(Str95)**

TRAUMA PL14 - 204 POINTS

Abilities: Str 18 **Sta** 15 **Agi** 2 **Dex** 2 **Fgt** 8 **Int** 2 **Awe** 2 **Pre** 6

Powers: Energy Blast: Close Damage 16 (Touch only); **Invulnerability:** Impervious Toughness 15; Immunity 10 (Life Support)

Advantages: Benefit 5 (Troyjan Prince), Fearless, Power Attack, Takedown

Skills: Close Combat: Unarmed 2 (+10), Deception 4 (+6), Insight 8 (+10), Intimidation 8 (+14), Perception 4 (+6), Technology 4 (+6), Vehicles 4 (+6)

Offense: Initiative +2, Cosmic Energy +10 (Close Damage 16), Unarmed +10 (Close Damage 18)

Defense Dodge 10, Parry 10, Fortitude 15, Toughness 15, Will 8

Totals: Abilities 110 + Powers 57 + Advantages 8 + Skills 17 + Defenses +14 = 204

Complications: Rivalry: – Trauma and his twin brother were constantly at each others throats, and after his twin was killed he was just as dedicated to avenging his death, blaming the Pantheon in general, and Atalanta, in particular. **Shotgun Bride:** Trauma intended to take Atalanta as his bride, whether she liked it or not.

TUROK

Turok was a pre-Columbian Native American) who, along with his younger brother Andar, became trapped in an isolated valley populated by dinosaurs, which they refer to in general as "honkers", as well as by their most obvious characteristics (Tyrannosaurs are called "Runners", Pterosaurs are called "Flyers", Velociraptors are "Screamers", Plesiosaurs are "Sea Demons", Triceratops are "Rammers", etc.). Most stories involved Turok and Andar seeking a way out. of "Lost Valley" – something they never accomplished – at least until the character was brought back by Valiant in 1993.

With the Valiant version of Turok, the concept and setting were altered. Turok and Andar were now 18th century Native Americans. The isolated valley became "The Lost Lands" - a land where Demons, Dinosaurs and Aliens flourished and where "Time has no meaning". A cosmic anomaly caused time in The Lost Lands to move in a self-contained loop (which meant that while millions of years passed outside of it, inside it, time barely moved at all). "Unity", a line-wide Valiant Comics crossover storyline, altered the concept even further. The crossover's main villain, a psychotic, super-powered being known as Mothergod used the Lost Land as the base of operations. She outfitted Dinosaurs with intelligence-boosting implants, turning them into "bionisaurs".

In the aftermath of the final battle between Mothergod and Valiant Universe heroes, the Lost Lands began to disappear. Turok and Andar were tossed into a post-apocalyptic future Earth, and a group of bionisaurs made it to Earth along with them. Following this, they became ruthless hunters trying to contend with the demons and aliens that exist in the future world as well as various Lovecraftian abominations and high-tech future warriors.

Mothergod had seized power in this future and, with the help of The Campaigner, The Longhunter, Thunder (a biomechanical Tyrannosaur) and Mantid (a 30-foot robot praying mantis), had begun to rebuild her empire and attempt to hunt down and kill Turok and Andar. (**Str9)**

PERSONALITY

Conan is the archetype of the sword and sorcery hero – a mightily-muscled, fearless, adventurous, rogue, dedicated to immediate gratification and pleasure, Conan enjoys battle as much as he enjoys the pleasures of women and indulges in both as much as possible. He is capable of unequaled acts of heroism, although his first motive is usually self-interest. Conan is loyal to trusted friends, but his smoldering temper and dangerous mercenary lifestyle make these few and far between. As King Conan, he ruled with the simple and honest justice of a barbarian warrior.

POWERS AND ABILITIES

Turok has wilderness survival skills and is an excellent shot with a bow. He keeps a quiver of 'poison arrows' dipped with juice from a berry native to Lost Valley, that is capable of killing dinosaurs within seconds. After becoming lost in the time stream, Turok had access to advanced weaponry like exploding, 'Mother-God Arrows'.

REAL NAME: TUROK
OCCUPATION: ADVENTURER, WARRIOR
BASE: LOST VALLEY, MOBILE **AFFILIATION:** MANDIN TRIBE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: BROWN **HAIR:** BLACK

TUROK PL12/PL8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	5	5	5	2	3	2

EQUIPMENT

Bow: Ranged Damage 5 • *5 points*
Knife: Strength-based Damage 2 • *2 points*
Mother-god Arrows: Ranged Damage 8, Burst Area 4 • *1 point*
Poison Arrows: Ranged Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, Paralyzed) Weaken Stamina 14 • *28 points*

ADVANTAGES

Accurate Attack, Defensive Roll 3, Equipment 8, Improved Aim, Improved Critical (Bow), Improved Initiative, Precise Attack 2 (Ranged, Cover and Concealment), Ranged Attack 2, Quick Draw, Skill Mastery (Ranged Combat – Bow)

SKILLS

Acrobatics 4 (+8), Athletics 8 (+10), Close Combat: Unarmed 4 (+8), Deception 8 (+11), Expertise: Survival 4 (+5), Insight 6 (+8), Intimidation 4 (+7), Investigation 6 (+7), Perception 6 (+8), Ranged Combat: Bow 4 (+10), Stealth 8 (+12)

OFFENSE

INITIATIVE +9

Bow +10	Ranged, Damage 3, Crit. 19-20
Poison Arrows +10	Ranged, Affliction +14, Weaken, DC 17)
Mother-god Arrows +10	Ranged, Damage 8, Crit. 19-20
Unarmed +8	Close Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	7
PARRY	12	**TOUGHNESS**	6/3*
WILL	7	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	56	**SKILLS**	33
POWERS	0	**DEFENSES**	22
ADVANTAGES	11	**TOTAL**	132

COMPLICATIONS

Sidekick: Andar is Turok's teenaged younger brother, trapped with him in Lost Valley.

VALIDUS

The monster known as **Validus** is one of the dangerous oddities of the galaxy. His origins are unknown to the general public, but his destructive power, whether brute strength or the "mental lightning" he projects from his brain, are infamous. Efforts were underway to find a means of destroying the captured creature when the Legion recruited him against the Sun-Eater. Since then, Tharok has exerted influence over Validus, using the and monster as his strong-arm enforcer to control the Fatal Five.

In truth, Validus is the son of Garth Ranzz (Lightning Lad) and Imra Ardeen (Saturn Girl), taken from the future by Darkseid at the moment of his birth, and transformed into a monster. Send backwards in time, Validus menaces his own parents-to-be. Eventually released from Darkseid's "curse," his true future remains to be seen. **(Str300)**

PERSONALITY

Validus has very little true personality – he is nearly mindless, a creature prone to violent, raging tantrums rather than deliberately evil acts. That does not, however, diminish the sheer destruction of which he is capable.

POWERS AND ABILITIES

Validus possesses vast superhuman strength and durability, far exceeding that of a Kryptonian or Daxamite under a yellow sun. He can fly through space unprotected, and travel inter-stellar distances. He can also fire a 'Mental Lightning Bolt'. Despite his great physical might, he is nearly mindless, and while he possesses formidable psychic defenses, if these defenses are breached, he is susceptible to mind

PRE-CRISIS VALIDUS

The Pre-Crisis version of Validus was even more powerful – in fact, he is considered the third most powerful entity in the known universe, with his power surpassed only by the Sun-Eater and Omega. The Pre-Crisis Validus is certainly more powerful than any individual Legionnaire, and it would take, at a bare minimum, the combined strength of Mon-El, Superboy, and Ultra-Boy to even hope to be able to subdue him. **(Str900)**

REAL NAME: GARTH RANZZ
OCCUPATION: RAMPAGING MONSTER
BASE: MOBILE
AFFILIATION: FATAL FIVE
HEIGHT: UNREVEALED
WEIGHT: UNREVEALED
EYES: NONE
HAIR: NONE

VALIDUS PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
22	22	0	0	4	-2	1	1

POWERS

Giant: (Growth 16, Permanent, Innate) • *32 points*

Indestructible: (Impervious Toughness 14) • *14 points*

Mental Lightning: (Line Area Damage 14, Penetrating 14, Activation: Standard Action, –2 points) • *26 points*

Sealed Mind: (Immunity 10: Mental Effects) • *10 points*

ADVANTAGES

All-out Attack, Power Attack, Takedown

SKILLS

Close Combat: Unarmed 4 (+8), Intimidation 0 (+9)

OFFENSE

INITIATIVE +1

Mental Lightning	Line Area Damage 14
Unarmed +8	Close Damage 22

DEFENSE

DODGE	4	**FORTITUDE**	22
PARRY	4	**TOUGHNESS**	22
WILL	8		

POWER POINTS

ABILITIES	32	**SKILLS**	2
POWERS	82	**DEFENSES**	27
ADVANTAGES	3	**TOTAL**	147

COMPLICATIONS

Complications: Mindless (Validus is virtually incapable of thinking or acting on his own without orders or direction), **Rage** (Validus is filled with undirected rage and given to rampages of destruction when provoked)

Enemies: Although Validus has no direct animosity, the Legion of Superheroes are his most constant opponents.

VALIDUS PRE-CRISIS PL20 253 POINTS

Abilities: Str 29 **Sta** 30 **Agi** 0 **Dex** 0 **Fgt** 6 **Int** -2 **Awe** 1 **Pre** 1

Powers: Giant (Growth 17, Permanent, Innate); **Indestructible** (Impervious Toughness 25); **Mental Lightning** (Line Area Damage 20, Penetrating 20, Activation: Standard Action, –2 points); **Sealed Mind** (Immunity 10: Mental Effects)

Advantages: All-out Attack, Power Attack, Takedown

Skills: Close Combat: Unarmed 4 (+10), Intimidation 20 (+19)

Offense: Initiative +0. Mental Lightning, Line Area Damage 20, Unarmed +10 (Damage 29)

Defense: Dodge 6, Parry 6, Fortitude 30, Toughness 30, Will 10

Totals: Abilities 62 + Powers 142 + Advantages 3 + Skills 12 + Defenses 34 = 253

Complications: Mindless: (Validus is virtually incapable of thinking or acting on his own without orders or direction), **Rage:** (Validus is filled with undirected rage and given to rampages of destruction when provoked)

VALKYRIE

Brunnhilde was selected by Odin, monarch of the gods of Asgard, to lead the Valkyrior, the Choosers of the Slain, a group of warrior-goddesses who would appear over the battlefields of mortal worshipers of the Asgardian gods, and choose which of the fallen were worthy to be taken to Valhalla, the land of the honored dead within the dimension of Asgard. Brunnhilde served Asgard as the most honored of the Valkyrior for centuries.

Brunnhilde and her fellow Valkyries continued to gather heroic mortal warriors for Valhalla until roughly a millennium ago, when Odin was forced to cease virtually all contact with the Earth in accordance with a pact he and the leaders of Earth's other godly pantheons had made with the nearly-omnipotent extraterrestrial Celestials. From then onward, mortals were off-limits, and the Valkyries could only choose honored dead from fallen Asgardian warriors.

Unfortunately, in a tavern on the outskirts of Marmoragard, Brunnhilde encountered the Amora, the evil Enchantress, who by tempting the Valkyrie with a life of adventure, entrapped her within a mystic crystal of souls.

While Brunnhilde's body remained in suspended animation, her immortal soul became Amora's play thing, and she sued Brunnhilde's spiritual essence to give the Valkyrie's powers to herself or anyone she chose, usually altering the recipient's appearance to match that of Brunnhilda herself. Among the recipients of Brunnhilde's power, who acted under the heroic name of the **'Valkyrie'** are Barbara Norries, and socialite Samantha Parrington.

When Barbara Norris' body was murdered while in the possession of the Valkyrie's power, Brunnhilde's spirit was finally freed. With the help of Doctor Strange, she regained her true body and full memory. Brunnhilde then battled Amora, banishing her into the crystal of skulls in which she herself had been trapped for so long. Then, feeling estranged from Asgard and Odin in particular, Brunnhilde chose to return to Earth with her mortal friends, the Defenders.

Brunnhilde has since had further brushes with death, including Ragnarok itself, and her power has also once again manifested with her former host, Samantha Parrington. On the other hand, death is never certain for the **Valkyrie. (Str45)**

PERSONALITY

Since the Valkyrie's spirit was united with her true body, she has acted quite haughty and extremely proud and arrogant. She has a lust for adventure that drove her to leave Asgard. The Valkyrie has all of a warrior's virtues, and will do almost anything for those who have helped her.

REAL NAME: BRUNNHILDE
OCCUPATION: CHOOSER OF THE SLAIN
BASE: ASGARD, NYC **AFFILIATION:** ASGARD, DEFENDERS
HEIGHT: 6' 3" **WEIGHT:** 475 LBS
EYES: BLUE **HAIR:** BLOND

POWERS AND ABILITIES

As an Asgardian, Brunnhilde is extremely long-lived, and has superhuman strength and durability. She is an accomplished warrior, proficient with sword, spear, and unarmed combat. She wields the indestructible sword Dragonfang, carved from a dragon's tooth, and has kept the flying horse, Aragorn, as a mount (Flight 4, 30 mph).

As a Valkyrior, Brunnhilde can sense a 'deathglow' surrounding anyone who is about to die, and when acting as a Valkyrie, her job is to escort the spirits of the honored dead to Valhalla. She can release their souls with a touch to end their suffering, or escort them to the realm of the dead personally.

VALKYRIE PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
11	8	4	3	10	1	2	1

POWERS

Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 2 • *13 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str15; 800 tons) • *4 points*
Valkyrior Death Sense: Senses 4 (Precognition, Limited to sensing a being's approaching death) • *4 points*

EQUIPMENT

Body Armor: Protection 6 • *6 points*
Dragonfang: Indestructible, Easily Removable, Strength-based Damage 3 • *3 points*
Spear: Indestructible, Easily Removable, Strength-based Ranged Damage 3 • *3 points*

ADVANTAGES

All-Out Attack, Attractive, Die Hard, Equipment 3, Extraordinary Effort, Fearless, Great Endurance, Improved Critical (Dragonfang), Power Attack, Seize Initiative

SKILLS

Athletics 2 (+13), Close Combat 2 (+12), Expertise: Asgardian Lore 5 (+6), Expertise (Valkyrior) 9 (+10), Intimidation 8 (+9), Perception 6 (+8), Ranged Combat: Spear 6 (+10)

OFFENSE

INITIATIVE +4

Dragonfang +12	Close Damage 14 Crit. 19-20
Spear +10	Ranged Damage 14 Crit. 19-20
Unarmed +12	Close Damage 11

DEFENSE

DODGE	10	**FORTITUDE**	11
PARRY	11	**TOUGHNESS**	14/8*
WILL	5	*Without Armor	

POWER POINTS

ABILITIES	80	**SKILLS**	19
POWERS	21	**DEFENSES**	14
ADVANTAGES	12	**TOTAL**	146

COMPLICATIONS

Enemy: Enchantress, Dragon of the Moon
Relationships: Valkyrie has connections in Asgard, particularly with Thor, as well as the loose knit group of heroes known as the Defenders
Varying bodies: Valkyrie has inhabited a number of mortal bodies, sometimes still claiming to be Brunnhilda, although the Samantha Parrington incarnation seems to be only possessed by Valkyrie's power and not Brunnhilda herself

VAMPIRELLA

Vampirella is a sexy female vampire from 'Drakulon'. In this dark realm of Hell, blood flowed like water in huge rivers and Vampirella depended on this blood for sustenance. When she first came to Earth, she was forced to drink the blood of humans to survive.

Vampirella was originally presented as an inhabitant of the 'planet' Draculon, a world where people lived on blood and where blood flowed in rivers. Draculon orbited two twin suns that were causing droughts across the planet, marking certain doom for Vampirella and her race. The race of which Vampirella was born, the Vampiri, were able to transform themselves into bats at will, sprout wings when required.

But the Vampri were dying slowly due to the drying up of Draculon's blood. The last few of their race lay dying when a spaceship from Earth crashed on the planet. Vampirella, sent to investigate, was instead attacked b the Earthmen. Upon retaliating, she discovers that the astronauts had blood in their veins. Searching for a way to allow her race to survive, she managed to pilot the ship back to Earth where her adventures began.

This origin, however was rewritten, when it was established Vampirella had been brainwashed by her sister and brother. She learned that she was, in fact, the daughter of Lilith, whom popular medieval Jewish lore depicts as the first wife of Adam.

Lilith would not submit before Adam and was cast out of Eden. She mated with demons in hell, giving birth to vampires who would kill the offspring of Adam and Eve on Earth. Later, she sought redemption from God and gave birth to Vampirella, whom she sent to Earth to kill all evil vampires. According to this account, Drakulon was a part of Hell where Lilith lived and ruled.

Once on Earth, Vampirella was given a sacred mission – to rid the Earth of all vampires, the evil offspring of her own mother Lilith! In this quest, she has faced off against a number of powerful enemies, including the Blood Red Queen, Hemorrhage and even the legendary Dracula himself.

In a quest to discover her true origins, Vampirella wound up discovering that she is the first of a new breed of vampire, evolved for the new millennium – a "good" vampire, who now specifically devotes her energies to eradicating the world of the homegrown "evil" kind. **(Str20)**

PERSONALITY

Although a 'good' vampire, and a force dedicated against true darkness, Vampirella still fits very much into the mold of femme fatale – highly seductive – iconically so – as well as highly lethal. She is dedicated to her mission to rid the world of 'evil' vampires, and she tends to see things in terms of black and white.

POWERS AND ABILITIES

Vampirella is one of the 'new breed' of vampire. She is without any of the traditional weaknesses of vampires – immune to sunlight, garlic, religious icons, or even holy water. Although Vampirella does possess supernatural strength, speed, and ferocity, as well as the ability to grow batwings, claws, or transform herself into a giant bat, her greatest power lies in her iconic beauty and irresistible sensuality.

REAL NAME: VAMPIRELLA
OCCUPATION: VAMPIRE SLAYER
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 6'
WEIGHT: 125 LBS.
EYES: GREEN
HAIR: BLACK

VAMPIRELLA PL9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
5	4	5	3	7	2	2	3

POWERS

Pseudo-Vampire: Immunity 30 (Fortitude), Protection 2 (limited to non-silver/wooden weapons), Regeneration 5 (limited to when not staked or beheaded) Shapeshift 3 (limited to growing bat-wings and claws. Bat Wings: Flight 5 (60 MPH), Claws: Strength-based Damage 1 • *81 points*
Vampire Bite: Weaken Stamina (blood drain) 1 • *1 point*
Wall-Crawling: Movement 1 (Wall-Crawling 1) • *1 point*

ADVANTAGES

Animal Empathy, Diehard, Improved Critical (Claws), Fascinate, Fearless, Improved Hold, Improved Initiative, Instant Up, Power Attack, Startle

SKILLS

Close Combat: Claws 3 (+10), Deception 6 (+9), Expertise: Arcane Lore 10 (+12), Insight 6 (+8), Intimidation 6 (+8), Investigation 6 (+8), Perception 6 (+8), Persuasion 8 (+10), Stealth 6 (+11)

OFFENSE

INITIATIVE +14

Claws +10	Close Damage 6 Crit. 19-20
Unarmed +7	Close Damage 5

DEFENSE

DODGE	11	**FORTITUDE**	Immune
PARRY	11	**TOUGHNESS**	6
WILL	8		

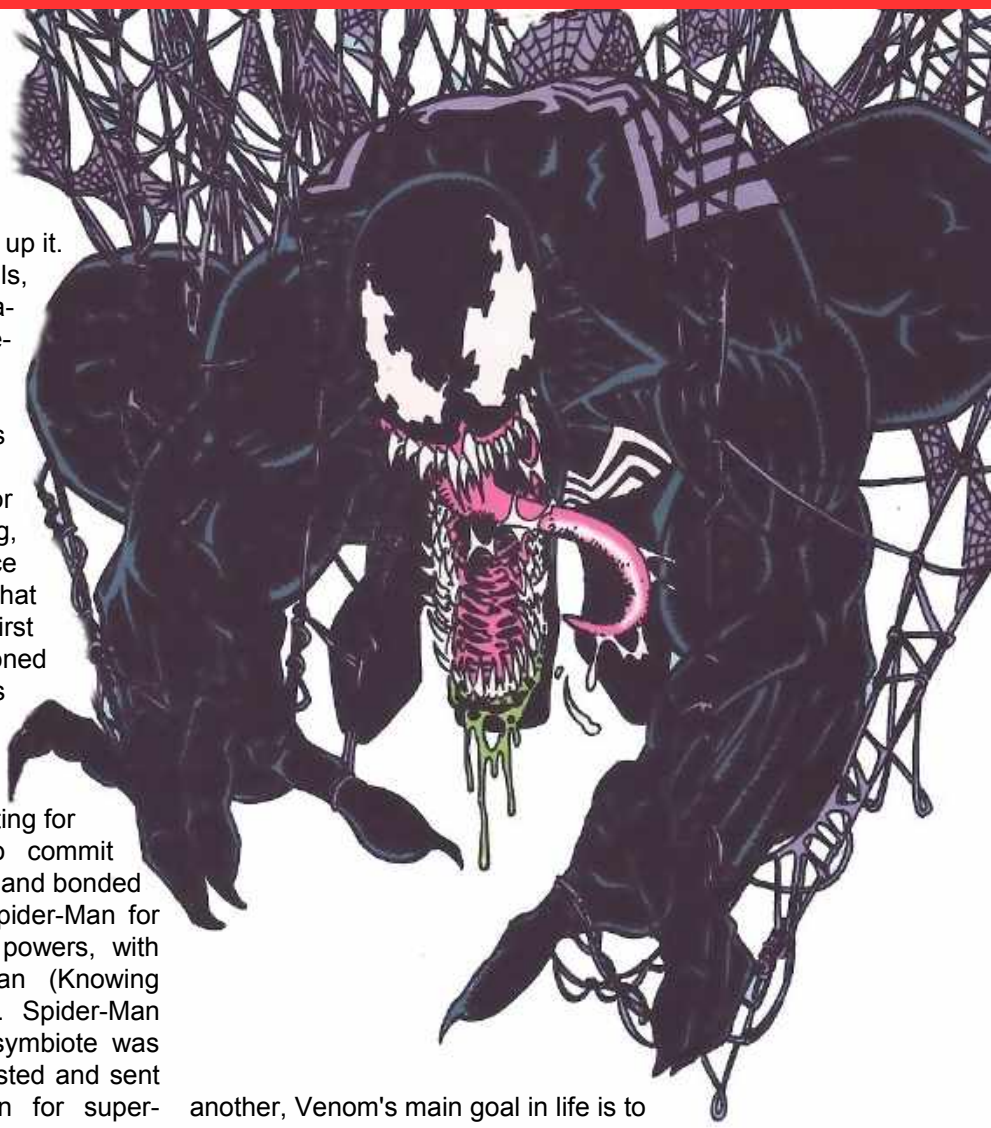
POWER POINTS

ABILITIES	62	**SKILLS**	23
POWERS	79	**DEFENSES**	21
ADVANTAGES	10	**TOTAL**	211

COMPLICATIONS

Enemies: Dracula, Mistress Nyx, Blood Red Queen of Hearts, Hemorrhage
Vampiric Weaknesses: Vampires have a dependence on blood (-2 points).

VENOM



Eddie Brock was reported for The Daily, Globe, traditional rival of The Daily Bugle. Brock was known as an outstanding reporter, uncovering obscure information where no one else could. As his reputation grew, Brock fond it harder and harder to live up it. Eventually, he began fabricating small details, and then entire stories. One of these fabrications was discovered by Peter Parker, a freelance photographer working for the Bugle. The Bugle exposed the story, effectively embarrassing the Globe, and ending Brock's career as a newspaper reporter

Some days earlier, a device of Doctor Doom's had penetrated the Baxter Building, home of the Fantastic Four. The device released from captivity, the alien costume that Spider-Man had discovered during the first 'Secret War'. Spider-Man had since abandoned the symbiotic costume, as it was draining his vitality, and asked the Fantastic Four to keep it safe, as it was somehow 'in love' with Spider-Man and wished to rejoin with him. The costume escaped and, while hunting for Spider-Man, found Eddie Brock about to commit suicide - it sensed Brock's hatred of Parker, and bonded with him, hoping to gain vengeance on Spider-Man for spurning it. It gave Brock superhuman powers, with which the pair hunted down Spider-Man (Knowing Parker's duel identity) and nearly killed him. Spider-Man foiled their attempt by remembering the symbiote was vulnerable to loud noise. Venom was arrested and sent to the Vault, a maximum-security prison for super-powered felons.

Venom escaped and pursed vengeance. Parker's wife, Mary Jane, encountered Venom at their apartment and alerted her husband to the danger. Venom threatened to harm Parker's friends and family unless Spider-Man met him for a showdown on the tip of Montauk. During the encounter, Parker offered himself to the symbiote, who still loved him, and the alien tried to sever its bond with Brock – against Brock's wishes. The strain proved to be too much and the pain of the attempt knocked both the symbiote and Brock unconscious. Venom was taken into custody once again, although he has returned to plague Spider-Man on many occasions since. **(Str42)**

PERSONALITY

Venom really hates Spider- Man! Fueled by Peter Parker's rejection of the alien symbiote and Brock's hatred of Spider-Man because of the fact that he had written stories claiming that the Sin-Eater was one particular person when Spider-Man revealed him to be another, Venom's main goal in life is to kill Spider-Man. Strangely enough, however, Venom holds innocence in high regard and will go out of his way to protect what he deems as danger to any innocent beings.

POWERS AND ABILITIES

The alien symbiotic costume gives Venom super-human strength superior to Spider-Man's, as well as mimicking Spider-Man's webbing and ability to cling to walls. The costume can change form to street clothes or blend into his environment. Venom is also immune to Spider-Man's spider-sense.

REAL NAME: EDWARD BROCK
OCCUPATION: CRIMINAL, FORMER REPORTER
BASE: NEW YORK CITY **AFFILIATION:** NONE
HEIGHT: 6' 7" **WEIGHT:** 250 LBS
EYES: BLUE **HAIR:** REDDISH BLOND

VENOM PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
11	9	7	2	10	1	3	0

POWERS

Symbiote: Concealment 5 (Limited: Spider-Man's Spider-Sense), Immunity 3 (breathing underwater, disease, toxins) • *3 points*
Symbiotic Senses: Senses 4 (Danger Sense, Detect Offspring [Ranged, Tracking 2]) - *16 points*
Symbiotic Strength: Leaping 2 (30 ft) - *2 points*
Shapeshifting: Variable 2 (Assumed forms), move action - *16 points*
Wall-Crawling: Movement 2 (Wall-Crawling 2) • *2 points*
Webbing: Snare 11 **(**Ranged Cumulative Affliction; Resisted by Dodge; Hindered and Vulnerable, Immobilized and Defenseless; Extra Condition, Limited Degree) • *33 points*
• **Swing-Lines:** Movement 1 (Swinging) • *2 points*
Teeth: Strength-based Damage 2 • *2 points*

ADVANTAGES

All Out Attack, Extraordinary Effort, Hide in Plain Sight, Improved Grab, Instant Up, Move-By Action, Power Attack, Startle, Takedown

SKILLS

Acrobatics 3 (+10), Athletics 3 (+14), Expertise: Streetwise 2 (+3), Expertise: Journalism 4 (+5), Intimidation 6 (+6), Investigation 4 (+5), Perception 4 (+7), Ranged Combat: Webbing 3 (+10), Stealth 8 (+15)

OFFENSE

INITIATIVE +7

Unarmed +10	Close Damage 11
Web-Shooters +10	Ranged, Affliction 12

DEFENSE

DODGE	8	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	9
WILL	9		

POWER POINTS

ABILITIES	90	**SKILLS**	19
POWERS	73	**DEFENSES**	8
ADVANTAGES	9	**TOTAL**	199

COMPLICATIONS

Enemy: Spider-Man.
Irrational Hatred: Venom REALLY hates Spider-Man.
Power Loss: Without the Symbiote, Eddie Brock's stats are **STR** 1, **STA** 1, and **FGT** 2, with corresponding adjustments to his sill ranks and defenses
Vulnerability: The Symbiote is particularly vulnerable to both sonics and fire. Sonics are resolved as a physical attack

CARNAGE PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	10	8	2	7	1	3	0

POWERS

Symbiote: Concealment 5 (Limited: Spider-Man's Spider-Sense), Immunity 3 (breathing underwater, disease, toxins) • *3 points*
Symbiotic Senses: Senses 4 (Danger Sense, Detect Offspring [Ranged, Tracking 2]) - *16 points*
Symbiotic Strength: Leaping 2 (30 ft)- *2 points*
Shapeshifting: Variable 2 (Assumed forms), move action - *16 points*
Claws: Strength-based Damage 2 • *2 points*
Wall-Crawling: Movement 2 (Wall-Crawling 2) • *2 points*
Webbing: Snare 11 (Ranged Cumulative Affliction; Resisted by Dodge; Hindered and Vulnerable, Immobilized and Defenseless; Extra Condition, Limited Degree) • 33 points
• **Swing-Lines:** Movement 1 (Swinging) • *2 points*

ADVANTAGES

All Out Attack, Extraordinary Effort, Hide in Plain Sight, Improved Grab, Instant Up, Move-By Action, Power Attack, Startle, Takedown

SKILLS

Acrobatics 3 (+11), Athletics 3 (+15), Expertise: Streetwise 2 (+3), Intimidation 7 (+7), Perception 4 (+7), Ranged Combat: Webbing 2 (+10), Stealth 8 (+16)

OFFENSE

INITIATIVE +8

Claws +10	Close Damage 14
Web-Shooters +10	Ranged, Affliction 12

DEFENSE

DODGE	9	**FORTITUDE**	12
PARRY	10	**TOUGHNESS**	10
WILL	2		

POWER POINTS

ABILITIES	96	**SKILLS**	13
POWERS	141	**DEFENSES**	24
ADVANTAGES	6	**TOTAL**	280

COMPLICATIONS

Enemy: Spider-Man, Venom
Psychopathology: Cletus Kasady is a psychopathic serial killer, whose insanity has been augmented to a bloodlusting madness by the symbiote.
Power Loss: Without the Symbiote, **Cletus Kasady's stats** are **STR** 1, **STA** 1, and **FGT** 2, with corresponding adjustments to his sill ranks and defenses
Vulnerability: The Symbiote is particularly vulnerable to both sonics and fire. Sonics are resolved as a physical attack.

CARNAGE

Carnage was once a serial killer known as Cletus Kasady, and became Carnage after merging with the offspring of the alien symbiote called Venom during a prison breakout. The symbiote amplified his psychotic nature making him even less mentally stable than he had been previously, and therefore even more dangerous.
An interesting difference with Cleus' symbiote, however, is that, unlike Venom, Carnage is a singular entity, referring to himself as "I" instead of "We", because the symbiote has actually merged into Kasady's bloodstream. Carnage is also the "father" of Toxin.
An insight into Cletus' developmental psychology is demonstrated by an incident during his childhood: Cletus' father killed his wife (Cletus' mother) because she tried to kill Cletus. Cletus then testified in court against him, saying that he killed her for no reason, causing his father to be condemned to die by the electric chair as punishment.
This is suggestive of young Cletus' relationship with his mother, as he seems to retain feelings for her, even in his Carnage identity, as indicated by the fact that he dug up her grave at the end of his massacre through New York City.
Kasady has also revealed that he killed his grandmother when he was younger, pushing her down a flight of stairs. Since the alien symbiote adapts to the host's personality, the Carnage symbiote is affected by Kasady's insane mind and lust for destruction.
Kasady has been separated and re-attached to the symbiote multiple times, and the Carnage symbiote has occasionally attached itself to other hosts, including the Silver Surfer, Ben Reilly (the Scarlet-Spider, a clone of Spider-Man), and Doctor Octopus.
Venom later attempted to absorb the Carnage symbiote for good, a period during which Kasady retained the Carnage persona by costuming himself in red paint and continuing his killing sprees (albeit as a powerless human). This was short lived, however, as Kasady coincidentally found an exact replica of the symbiote in the Negative Zone.
As to whether or not the symbiote is a separate entity, "permanently" bonded, or his own blood mutated, has not been revealed. The symbiote once chose to leave Kasady and bond with Ben Reilly.
Kasady, without the symbiote, rapidly aged and his body quickly deteriorated. In this state, Kasady was barely able to function, having a hard time operating a sink, let alone being a threat. However, the symbiote eventually bonded with him again, just in time to save his life, regenerating his health.
When the symbiote abandoned him yet again, this time to join with the Silver Surfer (transforming him into the

Carnage Cosmic), Kasady was left dying from an accelerated form of stomach cancer (apparently a side-effect of the symbiosis, also suffered by Eddie Brock, the original Venom). However, when Venom ate the symbiote, he did not deteriorate, indicating that perhaps some fragments of the symbiote were left behind (enough to sustain him but not enough to form the costume). This may be backed up by the fact that Kasady seemed to retain enhanced strength.

Later, Venom and Spider-Man had to team up to stop Carnage. During this time, it was revealed that the symbiote had become a part of Kasady's blood and was irremovable from him. Kasady only needed to be cut for the symbiote to flood out to become Carnage once again. Unlike Venom, Carnage was less vulnerable to the high-pitched sounds which would normally stop Venom, however he was still vulnerable to intense heat.

Recently, Carnage was one of many super-villains trying to escape from the Raft. He attempted to murder a couple of helpless civilians who were there to meet another inmate – the hyper-powerful being called the Sentry, who then intervened and flew Carnage outside of the Earth's atmosphere, where he ripped him apart. Kasady was presumably killed and has not been seen since **(Str47)**

PERSONALITY

Cletus Kasady is such a total, over-the-top psychopath, he doesn't really even qualify as a serial-killer, so much as an out and out, homicidal maniac, attacking and slaughtering literally anyone he comes across.

Carnage has occasionally partnered with other psychopaths on murderous rampages, but despite any pretense of camaraderie, Carnage will happily, even eagerly turn on any erstwhile 'teammates', murdering them just as readily as anyone else. He has demonstrated few other personality traits since becoming Carnage.

POWERS AND ABILITIES

The Carnage symbiote is the next genration mutation and is both stronger than it's parent Venom-symbiote, and has enchanced abilities, able to fire solid blades. It is also immune to sense from the parent symbiote, as well as Spider-Man's spider-sense. Like all other symbiotes, Carnage's costume can change form, acting as camalfogue, or street clothes. The symbiote is vulnerable to sonics, but it has merged with Kasady's blood, so that, even should it be destroyed, all it takes is for Kasady to bleed, to release the sybiote again.

As Carnage, Kasady abandoned any form of subtley, but as a human criminal he had standard street-skills.

OTHER SYMBIOTES

The symbiote costumes have bonded with several other individuals since they were first encountered by Spider-Man on Battleworld (See entry for: Beyonder). Besides Spider-Man himself, the symbiotes have bonded with the villainous, Scorpion, Doctor Octopus, as well as alternate reality versions of Spider-Man's own daughter. The Silver Surfer was also infected by the Carnage symbiote. In each case, the individual bonded by the alien symbiote seemed to become irrational and the Carnage symbiote seemed to pass Cletus Kasady's madness on to the next genration. When statting a new symbiote, apply the stats from the previous generation, plus any three new power stunts and +1 rank of Str and Sta up to 15. (Powerful characters like the Silver Surfer keep their original ranks of Str and Sta.) In most cases, the symbiote will try to possess the host, often affecting the hosts personality, and if seperated, the symbiote will seek its former host out – or previous hosts if it is unable to find them.

VISHANTI

The Vishanti is a union of principalities - magical beings that may share characteristics of gods and/or demons and who typically grant power to beings who invoke them - that is ancient, very powerful and has protected Earth's dimension for untold eons. The Vishanti is either a single entity with three distinct aspects or personalities or it is composed of three separate entities. Though beings such as these transcend physical genders, Oshtur is consistently referred to as a feminine entity. She is also known as "omnipotent Oshtur", though since she requested aid from Strange, she is presumably not omnipotent; however, the title may indicate that she is the most powerful of the Vishanti. Oshtur is also called the 'gracious lady', (perhaps indicating that she has an especially kindly and noble nature) and as the Lady of the Skies. When she has appeared Before lesser beings, Oshtur Appears as a green or golden-skinned woman, either bald, or with long blue hair or with long strands of ivy-like leaves on her head. Hoggoth is often called "hoary Hoggoth", presumably indicating that he is of great age; and as the "Lord of Hosts". Sorcerers speak of "the hoary hosts of Hoggoth", sometimes invoking the hosts themselves in casting spells. Agamotto usually appears as a tiger or lion with burning eyes.

Working in unison, the Vishanti were apparently responsible for the creation of the office of Sorcerer Supreme, the being possessing the greatest mystic skill and power in the universe. Thousands of years ago, the human now known as the Aged Genghis sought out the Vishanti, asking for knowledge and mystical power. The Vishanti complied, requiring in return the Aged Genghis would gather the most powerful mages on Earth every century to test them for the title of Earth Dimension's Sorcerer Supreme who would be assigned to protect the Earth and its inhabitants from all mystic threats. **(Str500/650)**

PERSONALITY

When acting together as the Vishanti, all three members appear as solemn, aloof, and detached. Individually, the Vishanti do display different personality characteristics, such as Oshtur's 'Gracious Lady' persona. Agamotto is the most erratic of the three; he may be disinterested or protective; behaving kindly one moment and then cruelly the next, much of his behavior may be role-playing to test mortals.

POWERS AND ABILITIES

Oshtur, Hoggoth and Agamotto are each very powerful godlike entities capable of almost any feat imaginable – within his realm, Agamotto was able to battle Galactus to a standstill - as the Vishanti, they are nearly omnipotent. Within the Vishanti's magical realm, the major abstracts are Order and Chaos, not Death and Eternity.

X-Level: The stat-boxes are the **Vishanti** as playable **PL20-22**. If presented as X-Level they rank as **PLX2/PLX3** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank **20x2=40/20x3=60**) on all rolls.

BASE: MOBILE
KNOWN MEMBERS: AGAMOTTO, HOGGOTH, OSHTUR
HEADQUARTERS: UNKNOWN EXTRA-DIMENSIONAL REALMS
VEHICLES: NONE

VISHANTI — PLX2/PLX3*/PL20/PL22*

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
25/29*	25/29*	14	14	14	23/25*	23/25*	23/25*

POWERS

Mystic Entity: Concealment 10 (Limited to non-magical senses);Impervious Toughness 20; Immunity 110 (all Toughness and Fortitude effects; Limited to non-magical effects, Limited to half-strength on Toughness effects); Insubstantial 4 (Continuous; Precise, Subtle 2) • *95 points*
Mystical Senses: Senses 25/29* (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to Important Events) • 25/29* *points*
Sorcery: Energy Control 25/29* (Variable Power, Any Powers with the Magical Descriptor), Transform 25/29* • *300/348* points*
Dimensional Travel: Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5 • *11 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 15 (Magical Deities), Connected, Contacts, Die Hard, Eidetic Memory, Great Endurance, Jack of All Trades, Power Attack, Well-Informed

SKILLS

Expertise: Magic 15 (+38/40*), Expertise: Occult 15 (+38/40), Intimidation 15 (+38/40*), Perception 15 (+38/40*)

***Collective:** When operating as the unified Vishanti

OFFENSE

INITIATIVE +14

Magical Blast +14	Ranged, 25/29*
Unarmed +14	Close Damage 25/29*

DEFENSE

DODGE	14	**FORTITUDE**	Immune
PARRY	14	**TOUGHNESS**	25/29*
WILL	23/25*		

POWER POINTS

ABILITIES	353/405*	**SKILLS**	30
POWERS	379/427*	**DEFENSES**	0
ADVANTAGES	25	**TOTAL**	783/883*

COMPLICATIONS

Trinity of the Vishanti: Hoggoth, Oshtur, and Agamotto, form the mystical trinity, the Vishanti; acting together, they use the second, higher stat set; individually, they have the lower stats. Like many supernatural beings, they operate out of a sub-dimension – in the case of the Vishanti, the dimension where Chaos and Order are the faces of Eternity, and gain +5 ranks to their abilities acting within their home dimension **(PL20/24).**

WARLORD

Years ago, Vietnam veteran Travis Morgan was shot down while flying an espionage mission over the U.S.S.R. Morgan's plane passed over the North Pole and came down in Skartaris, a strange realm of swords, ancient science and sorcery.

In Skartaris, Morgan met the beautiful Princess Tara of Shamballah before being enslaved by men in the service of the tyrannical sorcerer, Deimos. Escaping, Morgan led an army of freed prisoners, slaves and rebels against Deimos.

During this time, he met several denizens of the Skartaris, including his friend King Machiste and the beautiful Russian archeologist, Mariah Romanov. Eventually, he freed the people of Skartaris and was declared their hero, the **Warlord**. Along with his queen, Tara, Morgan now rules over the city-state of Shamballah.

Since that time Travis Morgan has had numerous adventures in his adopted home. Deimos has returned from death multiple times and other threats have arisen to plague the land. The bizarre way in which time works in the realm has kept him young - he remains much as he was when he arrived in Skartaris years ago. Morgan has returned to "civilization" on several occasions, but he always finds himself drawn back to the strange, mystical land he now calls his home.

Recently, Morgan supposedly died and was replaced as Warlord by his son, Joshua (see Tinder). How this affects one possible future where he returns to the United States to become president is unknown, but it is highly unlikely the world has seen the last of Travis Morgan. **(Str10)**

PERSONALITY

First and foremost, Travis Morgan is a warrior and a hero. He cares about the welfare of his friends and companions, tries to aid those in need, and is willing to defend Skartaris from those who would subjugate and destroy it.

However, he's not perfect. As an eighty-three-year old ex-fighter jock stuck in a younger body, some of Morgan's ideals and habits seem a bit out of date. That said, the Warlord is not a bigot or a fool, he just sometimes seems like a hero from an earlier age. Given the nature of the otherworldly realm he calls home, this is rarely a problem.

Over the years, the Warlord has had many allies. These include his wife Tara, his daughter Jennifer and his son Tinder. In addition to his family, he is often accompanied by the warrior-king Machiste, Russian-born Mariah, and the catlike Shakira.

The Warlord has fought many monsters, would-be conquerors, and villains in his travels. Chief among these is the tyrant Deimos.

POWERS AND ABILITIES

As his title implies, the Warlord is a skilled warrior and marksman. He is also an able tactician and pilot. The strange time-bending nature of Skartaris has allowed him to cram the life experience of an octogenarian into a younger body.

REAL NAME: TRAVIS MORGAN
OCCUPATION: KING OF SHAMBALLAH
BASE: SKARTARIS
AFFILIATION: SHAMBALLAH
HEIGHT: 6'
WEIGHT: 188 LBS
EYES: BLUE
HAIR: WHITE

WARLORD PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	4	4	4	9	1	2	5

POWERS

Past Lives: Feature 1 (Reincarnation of other famous warriors) • *1 point*

EQUIPMENT

.44 Magnum: Ranged Damage 4, Improved Critical • *9 points*
'Hellfire' Sword: Strength-based Damage 4 (Limitation: must draw blood every time it's drawn • *4 points*

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 4 (Warlord of Skartaris), Connected, Defensive Attack, Defensive Roll 2, Equipment 3, Improved Aim, Improved Disarm, Improved Initiative, Inspire, Languages (Skartaran), Leadership, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Ranged Attack 2, Takedown, Weapon Bind

SKILLS

Acrobatics 2 (+6), Athletics 9 (+12), Close Combat: Sword 3 (+12), Deception 3 (+8), Expertise: Military 10 (+11), Expertise: Skartaris 9 (+10), Expertise: Survival 6 (+7), Insight 6 (+8), Intimidation 7 (+12), Perception 6 (+8), Persuasion 7 (+12), Ranged Combat: Guns 6 (+12), Stealth 2 (+6), Vehicles 8 (+12)

OFFENSE

INITIATIVE +8

44 Automag +12	Ranged, Damage 4, Crit. 19-20
Sword +12	Close Damage 7 Crit. 19-20
Unarmed +9	Close Damage 3

DEFENSE

DODGE	12	**FORTITUDE**	9
PARRY	12	**TOUGHNESS**	6/4*
WILL	9	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	64	**SKILLS**	42
POWERS	1	**DEFENSES**	23
ADVANTAGES	26	**TOTAL**	156

COMPLICATIONS

Enemies: The Warlord has fought many monsters, would-be conquerors, and villains in his travels. Chief among these is the sorcerer tyrant Deimos.
Motivation – responsibility: Morgan feels a strong sense of duty to his family, friends, and the free peoples of Skartaris.
Relationships: Tara (wife), Jennifer and Joshua (children), and friends such as Mariah, Machiste and Shakira

SHAKIRA

The enigmatic and sensual **Shakira** met Travis Morgan during his adventures in Skartaris. Shakira has been a constant companion to the Warlord ever since, attaching herself to him so naturally that even his wife Tara has come to accept the relationship as inevitable. Shakira refuses to reveal if she is a woman who turns into a cat or a feline somehow possessing the ability to take a human form, instead saying "why spoil a thing by taking away all the mystery?" In any case, she is a fearsome fighter and skilled huntress. She has recently begun to travel with Morgan's son Joshua since he became new Warlord. **(Str7)**

SHAKIRA — PL8 155 POINTS

Abilities: Str 2 **Sta** 2 **Agi** 7 **Dex** 4 **Fgt** 7 **Int** 0 **Awe** 1 **Pre** 1

Powers: Claws (Strength-Based Damage 2); **feline form** (Morph 1 (Black Cat), Continuous; Linked Shrinking 6, Continuous); **Feline Grace** (Enhanced Advantages 4 (Agile Feint, Evasion, Skill Mastery (Acrobatics), Skill Mastery (Athletics), Uncanny Dodge), Movement 2 (Safe Fall, Sure-Footed); Leaping 1; Speed 1 (4 MPH)); **feline Senses** (Senses 2 (Low-Light Vision, Acute Smell)

Advantages: *Agile Feint,* All-out Attack, Attractive, Defensive Attack, Defensive Roll 2, *Evasion*, Hide in Plain Sight, Improved Critical (Claws), Improved Defense, Improved Initiative, Luck 2, Move-by Action, Ranged Attack 1, *Skill Mastery (Acrobatics),*

Skills: Acrobatics 7 (+14), Athletics 5 (+8), Close Combat: Claws 4 (+11), Close Combat: Swords 1 (+8), Deception 7 (+8), Expertise: Skartaris 5 (+6), Insight 4 (+5), Intimidation 5 (+6), Perception 8 (+9), Persuasion 7 (+8), Sleight of Hand 4 (+8), Stealth 7 (+14)

Offense: Initiative +11, Claws +11 (Damage 4, Critical 19-20)

Defense: Dodge 12, Parry 12, Fortitude 7, Toughness 4/2*, Will 8 *Without Defensive Roll

Totals: Abilities 48 + Powers 39 + Advantages 14 + Skills 32 +Defenses 22 = 155

Complication: devoted Companion: Shakira is completely devoted to the Warlord and rarely leaves his side; **Feline Behavior:** Shakira exhibits many feline behaviors even when inhuman form. She plays with her opponents, hates water and alternatively craves independence and affection at her whim.

TARA

Queen of the nation of Shamballah and wife of the Warlord, **Tara** was one of the first non-hostile individuals Travis Morgan met when he arrived in Skartaris. The two quickly fell in love and eventually were married. The couple has been separated more than once, often thinking each other dead, but they always find each other. In addition to being wife of the famous Warlord and mother to his son, Joshua, Tara is a formidable warrior and respected leader in her own right. Shortly after Travis' recent apparent demise, Tara gave birth to their daughter, the magically gifted Morgana. **(Str6)**

JANE PORTER — PL3 27 POINTS

Abilities: Str 1 Sta 2 **Agi** 4 **Dex** 4 **Fgt** 6 **Int** 2 **Awe** 2 **Pre** 3

Equipment: Sword: Strength-based Damage 3, Improved Critical; Throwing **Knives:** Strength-Based Ranged Damage 1, Improved Critical

Advantages: Attractive, Benefit 4 (Queen of Shamballah), Defensive Roll 3, Equipment 2, Grabbing Finesse, Improved Defense, Improved Trip, Leadership, Ranged Attack 2, Set-up, Taunt, Teamwork

Skills: Acrobatics 3 (+7), Athletics 5 (+7), Close Combat: Swords 4 (+10), Deception 6 (+9), Expertise: Skartaris 8 (+10), Expertise: Tactics 2 (+4), Insight 5 (+7), Perception 5 (+7), Persuasion 7 (+10), Ranged Combat: Throwing 4 (+10), Stealth 4 (+8), Treatment 3 (+5)

Offense: offense: Initiative +4, Sword +10 (Damage 4, Critical 19-20), Throwing Knife +10 (Damage 2, Critical 19-20), Unarmed +6 (Damage 1)

Defense: Dodge 10, Parry 11, Fortitude 6, Toughness 5/2*, Will 9 *Without Defensive Roll

Totals: Abilities 50 + Powers 0 + Advantages 19 + Skills 28 + Defenses 22 = 119

Complications: Relationships: Travis Morgan, husband, and Morgana, daughter.

JENNIFER MORGAN

For years, **Jennifer Morgan** thought her father was dead. but eventually learned he was alive and in the land of Skartaris. Traveling to Skartaris to see her father, Jennifer was captured by allies of Deimos, temporarily removing her memory of her old life. Learning sorcery during this time, Jennifer was eventually reunited with her father and her memory returned. Now the beautiful silver-haired sorceress aids her father and the people of Skartaris as one of the realm's most powerful magicians. From time to time Jennifer has returned to Earth, often to aid the mystical community against some grave threat. Like many sorcerers, Jennifer often uses Extra Effort to expand her spell casting.

MACHISTI

The Warlord's best friend and king of the kingdom of Kiro, **Machiste** met Travis Morgan when both were held captive on a slave galley. Sold as gladiators, the pair led a revolt and freed themselves and their fellow slaves. Returning home to his kingdom, Machiste fell victim to a cursed mystical axe. He became a bloodthirsty tyrant until Morgan cut off his friend's hand, freeing him from the weapon's spell. Grafting a spiked ball in place of his lost hand Machiste joined the Warlord on many adventures. It was during this time he met Mariah Romanov, with whom he would become stranded in the past for a number of strange adventures. Eventually the two fell in love and returned to the present where they again aided Travis Morgan in his efforts to protect the people of Skartaris.

MARIA ROMANOV

A Russian archeologist, **Mariah Romanov** met Travis Morgan when he found himself temporarily stranded near Machu Picchu. Intrigued by Morgan's tales of a land of lost cities and strange creatures, Mariah returned with him to Skartaris. For a time she was infatuated with Morgan, but eventually she found love in the arms of his friend, Machiste. In addition to being a skilled archeologist, Mariah is a champion swords-woman, skilled acrobat, and talented markswoman.

TINDER

Tinder is Joshua Morgan, son of Travis Morgan and his wife Tara. Thought corrupted by Deimos and killed in battle with Travis, he was actually raised by another family. After meeting the Warlord later in life, the boy began to support the Warlord on his adventures—first as a sidekick and later as a trained warrior. Recently Travis was apparently accidentally killed by Tinder, just as he recognized the boy as his long-lost son.

After this tragedy, Tinder took his born name of Joshua Morgan, and he became the new Warlord. Although he is not as experienced as his father, he is courageous, brave and heroic. He also has some small talent with magic, but he has not developed it like his half-sister, Jennifer.

WAR OF THE WORLDS

Huge bursts of fiery gas observed on Mars, ten successive nights in a row, heralded the Martian invasion of our planet in H. G. Wells, **The War of the Worlds** (1898)

Several days after the sighting of the first disturbances on Mars, a huge, shiny oval spacecraft landed near the distant suburbs of London. Highly evolved Martians, with great, octopus-like bodies, measuring several feet across, and long flexible tentacles, emerged from the craft, bringing with them a strange assortment of metal tubes, discs, brackets and domes. The grotesque monsters quickly assembled their glowing hardware into war machines – towering, tripod-like devices, surmounted by domes from which the Martians piloted. The machines, armed with terrifying heat rays capable of searing objects several miles away, and canisters of poisonous gas, began to move in to the direction of London.

The Army rushed its strongest defenses into the path of the advancing war machines, setting up fortifications. But the armies of Earth had never encountered anything as formidable as the war machines of the invaders. The Artillery and tanks were litter better than stone tools against the superior Martians. People deserted the cities in panic, leaving their defense to the heroic, but helpless military.

Humanity seemed doomed to extinction at the hands of the powerful alien invaders. With a confidence that mocked the weakness of the Earth's people, the Martians established themselves in the center of London, and began assembling aircraft to use in their attacks. Their blatant contempt for any resistance offered by humankind, however, exposed their only vulnerability.

Ironically, Earth's tiniest life forms proved to be the most powerful weapon against the Martians. Too late, the super-evolved, sterile creatures from space realized that they had no immunity or defense against infection by Earth's bacteria. Relentlessly, the microbe warriors invaded the Martian forces until they destroyed the most formidable enemy the Earth had ever known, and the War of the Worlds came to an end.

NOTE: George Pal's 1966 version of War of the Worlds brought the story to modern New York City, along with unique, cobra-necked flying machines (although they DID seem to be more hover-craft types, with the same sort of slow-advance of the tripods), and creepy, spindly-limbed, three-fingered Martians, with a single three-lobed eye.

The Steven Spielberg update, also featured spindly three-fingered, three-limbed creatures (generally referred to as aliens, rather than specifically Martians), more reminiscent of the Pal version rather than Wells' octopus-like creatures, although it readapted the giant, walking tripod war machines of Wells' novel, rather than George Pal's, flying machines.

The modern blockbuster alien invasion movie, *Independence Day,* featured a *War of the Worlds*-type scenario, with an update on the 'virus-kills-the-invaders' angle – rather than an infectious illness, the aliens were defeated by infecting their warships with a computer virus, that caused their entire fleet's defenses to simultaneously drop, allowing for a counterattack by the combined forces of Earth's surviving military.

In the Steven Spielberg update, the invading aliens were pointedly not from Mars – instead they were just some unspecified alien race, and rather than simply landing on Earth, the War Machines had apparently been planted millions of years before, as part of a eons-old strategy – one of the weaker elements of what was generally a sub-par script for a Spielberg effort.

SETTING: 19TH CENTURY LONDON
BEST-KNOWN CHARACTERS: MARTIANS, MARTIAN WAR MACHINES
GENRE: SCIENCE FICTION

MARTIANS PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	0	-2	1	8	1	1	0

POWERS

Tentacles: Extra Limbs 4 (10 tentacles) • *4 points*
Thick Skin: Protection 1 • *1 point*

ADVANTAGES

Accurate Attack, Fast Grab, Improved Grab, Improved Hold Tracking

SKILLS

Close- Combat: Tentacles 1 (+4), Expertise (Mechanics) 8 (+9), Perception 8 (+8), Stealth 10 (+11), Vehicles 8 (+6)

OFFENSE

INITIATIVE +4

Tentacles +7 — Close (Reach 4) Damage 7

DEFENSE

DODGE	0	**FORTITUDE**	0
PARRY	6	**TOUGHNESS**	1
WILL	2		

POWER POINTS

ABILITIES	12	**SKILLS**	18
POWERS	6	**DEFENSES**	7
ADVANTAGES	4	**TOTAL**	46

COMPLICATIONS

Fatal Vulnerability: Martians cannot survive Earth bacteria.
Space Invaders: Martian culture is based on conquering world and pillaging their resources.
Technology: The Marian invaders wielded technology far in advance of human-kind – most prominently demonstrated by their giant walking tri-pod war-machines (or the hovering cobra-necked saucers of the George Pal version), and their devastating heat-ray. (See entry for Martian War Machine).

MARTIANS

The invading alien **Martians** were portrayed in H. G. Wells' novel as large, octopus-like creatures, with ten long tentacles, surrounding a bulbous head. Wells' aliens were clumsy and labored in Earth's gravity, but they were also carnivorous and predatory, feeding directly on their human captives. **(Str10)**

The George Pal version of *War of the Worlds* featured Martians that were small spindly creatures, with a heart-shaped heads, and reddish skin, with one big three-lobed eye in the middle of its face. Rather than tentacles, they had spindly arms that ended in three-fingered hands with suction cups on the ends of the fingers in the tradition of the 50's style aliens. (STR 0, STA 0, AGI 1, DEX 1 and remove the Extra Limbs power).

The Steven Spielberg aliens were more reminiscent of Pal's Martians, human sized, with spindly limbs and distorted, Darth Vader-helmet-looking skulls – as well as retaining the three-fingered, sucker-tipped hands. The Spielberg aliens were vampires, which drank the blood of their human victims after it was siphoned out by hose-like apparatus on their War Machines. (STR 2, STA 2, DEX 2, AGI 2, with Acrobatics 10 (+12).

The aliens from *Independence Day* were similar to Spielberg's creatures (STR 2, STA 2, DEX 2 AGI 2), except they were given tentacled arms (Extra Limbs 4), an exo-skeleton (Protection 1) as well as the ability to communicate telepathically with one another and make psychic attacks on specific human targets (Telepathy 6).

MARTIAN WAR MACHINE P14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	-	0	0	5	-	0	-

POWERS

Armor: Protection 10, Impervious Toughness 6 • *16 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent (Limited: ranks over 10 does not increase STA),), Strike 6 • *52 points*
Machine: Immunity 30 (Fortitude) • *30 points*
Force Field: Protection 17, Impervious • *17 points*
Heat Ray: Ranged Damage 17 • *34 points*
Tendrils: Extra Limbs 2, Multiple Attack 2 • *4 points*

ADVANTAGES

All-Out Attack, Great Endurance, Ranged Attack 10 (Heat Ray)

SKILLS

Intimidation 10 (+10) Ranged Combat: Heat Ray 10 (+10)

OFFENSE

INITIATIVE 0

Heat Ray +10	Ranged Damage 17

DEFENSE

DODGE	-1	**FORTITUDE**	Immune
PARRY	-1	**TOUGHNESS**	10
WILL	Immune		

POWER POINTS

ABILITIES	-22	**SKILLS**	10
POWERS	153	**DEFENSES**	11
ADVANTAGES	5	**TOTAL**	156

MARTIAN WAR MACHINES

The invincible giant **War Machines** are the iconic image of the alien invasion. The constructs in H.G. Wells' novel are giant, walking tripods, equipped with a 'heat ray' that vaporizes anything it touches.

The War Machines in the novel are heavily armored, although they are not completely indestructible, as a few of them manage to be destroyed by munitions. They are, however, guarded by a force field (Force Field 17) – capable of resisting nuclear blasts in the George Pal sixties' movie version. **(Str90)**

George Pal's film featured flying War Machines (Flight 6) that looked rather like giant metallic manta rays, equipped with a cobra-like neck that mounted the heat ray beam – fired out of a three-lobed lens similar to the three-lobed eye of Pal's version of the Martians themselves. The flying machines are particularly sinister as they cruise deliberately along at their slow, methodical pace, implacable and unstoppable.

Stephen Spielberg's War Machines were a return to the original concept of giant walking tripods, and are easily the most best part of the remake, mostly by virtue of the modern computer animation, and are the one area where Spielberg's directorial skills overcomes the unfortunate script. The scenes of citywide destruction with the aliens employing their deadly heat ray are particularly effective.

Independence Day has no direct counterpart to the walking War Machines, with the invading aliens instead employing more traditional alien fighter crafts, along with a giant mothership and a few smaller 'destroyers', although they do retain the impenetrable force field that must be lowered (by invading the Mothership's mainframe with a computer virus) before the defense forces of Earth can fight back.

GEORGE HENDERSON

The protagonist of War of the Worlds is **George Henderson** – a researcher in the field of astronomy that observes the several nights of astral disturbances that herald the coming of the Marian invasion. When the aliens attack, Henderson, in the manner of the 19th Century gentleman, sends his wife off to Leatherhead while rushing off to deal with the danger, and the remainder of the story is how he eventually finds his way back to his wife. There is also a section in the middle, set in London, and told from the prospective of George Henderson's brother, during an attack by a war machine on a fairy.

In the Steven Spielberg remake, the 19th Century hero is replaced by a modern-times dead-beat dad, played by Tom Cruise, whose journey across the war-torn country is an effort to dump his kids back on his ex-wife as the invasion comes on a 'dad's weekend' – a lousy characterization, and another thing wrong with the script to Spielberg's unfortunate take on the classic tale. Cruise's character also combines the character of Henderson's brother's tale, where a fairy boat is attacked by a War Machine – of course, where the novel's character saves a female-in-distress character he meets along the way, the woman Cruise's character meets is left behind to die. **(Str6)**

GEORGE HENDERSON PL4

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	2	2	2	2	3	2	2

ADVANTAGES

Fearless, Well-Informed

SKILLS

Expertise (Astronomy) 8 (+11), Insight 4 (+6), Perception 5 (+7), Persuasion 3 (+4), Stealth 2 (+4), Technology 4 (+6)

OFFENSE

INITIATIVE +1

Unarmed +2 Close Damage 1

DEFENSE

DODGE	6	**FORTITUDE**	2
PARRY	6	**TOUGHNESS**	2
WILL	6		

POWER POINTS

ABILITIES	32	**SKILLS**	13
POWERS	0	**DEFENSES**	12
ADVANTAGES	2	**TOTAL**	59

WATCHER

The Watchers were one of the first races to evolve in our Universe. Originally, the Watchers decided to assist the races around them to attain high levels of technology and (they presumed) civilization. Unfortunately, their good intentions were lost on some of their charges. One race to whom they gave nuclear technology created genocidal weapons, destroying two civilizations.

Shocked by the results of their interference, the Watchers decided that they would only observe the universe and never again directly interfere. They hold to this pledge even when they are aware that incredible disaster results from their inactivity. For example, a Watcher had the chance to destroy a still-forming Galactus, fully aware of the Devourer's potential threat, but did nothing to interfere, allowing Galactus to be unleashed upon the universe.

Adult Watchers are assigned a star system to monitor for developing life. A Watcher named 'Uatu' is stationed on Earth's moon. During his tenure, Uatu developed a fascination and fondness for the boisterous human race and began subtly – and then overtly - warning them of menaces to Earth – violating his people's oath of non-interference.

Uatu's most serious transgression, however, was when the World-Devourer, Galactus, came to Earth for the first time. Uatu went so far as to try and hide the planet from Galactus surveillance, and actually face Galactus to debate him why the Earth should be spared. In the end, it was directly because of Uatu's interference that the planet survived when he sent one of the Fantastic four to Galactus' home base to acquire the 'Ultimate Nullifier' – the only weapon in the universe capable of destroying the planet eater.

Uatu was eventually put on trial by the other Watchers for his many transgressions, although he was ultimately released under his own cognizance, after vowing to never violate his oath again. And while he has not committed any overt violations in the time since, Uatu has still made his presence known in several critical situations, and thereby arguably affecting these incidents' outcomes. **(Str75)**

PERSONALITY

As a Watcher, Uatu is deliberately aloof and mysterious. Among his own people, however, he is considered the Watcher's equivalent of a juvenile delinquent. His years of observing the Earth have given him a special fondness for humans, especially the Fantastic Four. While Uatu is careful to never directly aid them, he will often subtly suggest where they might find solutions among his possessions or powers. Occasionally Uatu will add himself to a party as "an observer', although he will not directly participate.

POWERS AND ABILITIES

Watchers possess vast mental, physical, and energy manipulation powers. They are telepathic, able to scan or project thoughts into any sentient mind. They tend to focus their energies into force fields and defensive illusions to hide their presence from mortals. They can convert their bodies to energy and teleport universal distances. Watchers appear to be immortal.

X-Level: The stat-boxes are Watchers at a playable **PL16/PL17**. Their X-level is **PLX1** - all Powers and Abilities are assumed to be 20.

REAL NAME: UATU
OCCUPATION: OBSERVER
BASE: BLUE AREA OF THE MOON **AFFILIATION:** WATCHERS
HEIGHT: VARIABLE **WEIGHT:** VARIABLE
EYES: WHITE WITH NO IRIS **HAIR:** NONE

WATCHER PLX1/PL17

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
15	17	9	10	25	25	25	25

POWERS

Immortal: Immunity 30 (Fortitude), Impervious Toughness 17 • *47 points*

Energy Manipulation: Energy Control 19 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 7 • *158 points*

Flight: Flight 20 (Space Travel 10), Teleport 25 • *90 points*

Psionic Powers: Communication 31, Comprehend 31, Mind Reading 22, Senses 19 (Awareness) • *249 points*

ADVANTAGES

Assessment, Benefit 15 (Cosmic Observer), Connected, Contacts, Eidetic Memory, Fearless, Inventor, Jack of All Trades, Power Attack, Range Attack 1, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise 15 (+30), (Cosmic History, Earth History, most scientific areas) Intimidation 3 (+18), Vehicles (Spacecraft) 15 (+30), Technology 15 (+30)

OFFENSE

INITIATIVE +7

Cosmic Energy +10	Ranged Damage 19
Unarmed +10	Close Damage 15

DEFENSE

DODGE	10	**FORTITUDE**	Immune
PARRY	10	**TOUGHNESS**	24/17*
WILL	17	*Without Force Field	

POWER POINTS

ABILITIES	212	**SKILLS**	24
POWERS	539	**DEFENSES**	3
ADVANTAGES	27	**TOTAL**	805

COMPLICATIONS

Cosmic Contacts: Uatu seems to be the Watcher that most often represents his race among other Cosmic Entities.

Vow of Non-Interference: While Watchers are forbidden to interfere Uatu, has developed feelings of concern for the people of Earth, and will subtly act to their benefit.

WATCHER: ARON

The young Watcher, **Aron** was once the protégé of the Earth's Watcher, Uatu, although Aron's own actions have left them estranged. Aron saw, as did Uatu, that there was something interesting about these humans, but unlike his mentor, this brought no sense of hidden affection, but instead inspired callous curiosity, acting up which, young Watcher decided to take an active hand in events on Earth.

At first, Aron was satisfied with simply simulating human conflicts, but eventually he actually began to actively interfere with Earth's destiny. He secretly altered the lives of mortals, setting up conflicts among them and observing the results. Having abandoned his race's creed of non-interference, by openly performing experiments on lesser species, Aron is considered a criminal among the Watchers, and his malicious actions were eventually halted by his own brethren.

Aron was once a curious, if over-bearing fellow, but all his transgressions eventually tapped into his baser nature, and he became petty, arrogant and downright mean. **(Str45)**

WATCHER - ARON PLX1/PL16 794 POINTS

A: Str 15 **Sta** 16 **Agi** 9 **Dex** 10 **Fgt** 10 **Int** 15 **Awe** 15 **Pre** 15

Powers: Immortal: Immunity 30 (Fortitude), Impervious Toughness 17; **Energy Manipulation:** Energy Control 16 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 5, **Flight:** Flight 20 (Space Travel 10), Teleport 30; **Psionic Powers:** Communication 31, Comprehend 31, Mind Reading 22, Senses 19 (Awareness)

Advantages: Assessment, Benefit 15 (, Cosmic Observer), Connected, Contacts, Eidetic Memory, Fearless, Inventor, Jack of All Trades, Power Attack, Range Attack 1, Ultimate Effort (Powers), Well-Informed

Skills: Expertise 15 (+30), (Cosmic History, Earth History, most scientific areas) Intimidation 3 (+18), Vehicles (Spacecraft) 15 (+30), Technology 15 (+30)

Offense: Initiative +9, Cosmic Energy +10 (Ranged Damage 15)

Defenses: Dodge 10, Parry 10, Fortitude Immune, Tough 22/16*, *Without Force Field, Will 16

Totals: Abilities 210 + Powers 535 + Advantages 27 + Skills 24 + Defenses 2 = 795

WATCHMEN

Ten years after the breakup of the Minutemen in 1949, a new generation of costumed adventurers began to appear. Unlike their predecessors, however, these six heroes would have a profound effect upon the future direction of the world. The greatest of these came in the form of Doctor Manhattan, the world's first paranormally powered being. His unique ability to control molecules accelerated technology, won the Viet Nam War, and gave America permanent superiority in the arms race. His very presence escalated tensions even while imposing an uncomfortable peace.

In 1977, police all over the country went on strike, protesting the presence of costumed vigilantes. Chaos and rioting broke out nationwide, forcing Congress to pass the Keene Act, which outlawed all vigilantes not sponsored by the government. The right-wing extremist hero called Rorschach refused to be retired and went underground, continuing his war on the scum of society. The only other active heroes left after the Keene Act were Doctor Manhattan and the Comedian, an aging member of the minutemen, both of who acted under government guidance.

The Comedian was murdered in 1985. His death was investigated by Rorschach, who rapidly began discovering clues that led him to believe that former costumed heroes were being eliminated. His theory was supported when Doctor Manhattan left Earth shortly afterwards, the victim of a slanderous campaign which accused him of causing cancer among his associates. Rorschach's activities began to involve other former heroes, including Nite Owl, a hero who used high-tech equipment to fight crime, and the Silk Spectre, the daughter of the Minuteman member of the same name.

Rorschach was captured by police and sent to prison, where he was rescued by Nite Owl and Silk Spectre. The evidence that had been collected implicated Adrian Veidt, formerly known as the hero Ozymandias, 'the world's smartest man'. Following Veidt to his Antarctic headquarters, Nite Owl, Rorschach, Silk Spectre, and a returned Doctor Manhattan, confronted Ozymandias, who confessed that the Comedian's murder and the subsequent events were his doing.

Due to the ever-increasing nuclear tensions in the world, Veidt planned to save the world from itself by perpetrating an elaborate hoax. Even as the heroes approached his sanctuary, Ozymandias launched a worldwide nuclear strike against nearly every major city on Earth, utilizing energy he had generated with the power of Doctor Manhattan. Believing they had been attacked by Doctor Manhattan, the warring nations came together to unite against a perceived common enemy. The heroes saw that the atrocity Veidt had committed had brought about world peace, and agreed to remain silent.

Rorschach, however, refused to remain silent and let the

BASE: NEW YORK CITY, NEW YORK
MEMBERS: COMEDIAN, DOCTOR MANHATTAN, OZYMANDIAS, NITE OWL, RORSCHACH, SILK SPECTRE
HEADQUARTERS: NONE
VEHICLES: OWLSHIP (ARCHIMEDES)

murder of millions of people go unpunished. Doctor Manhattan murdered Rorschach, atomizing him, to prevent him from revealing Veidt's scheme.
Doctor Manhattan left Earth again, apparently forever. Nite Owl and Silk Spectre, having fallen in love, adopted the new secret identities of Sam and Sandra Hollis and intended to resume their crimefighting careers. Ozymandias continued with his plan, hoping to lead Earth into a new Golden Age. The legacy of Rorschach, his journal outlining Veidt's entire scheme, currently rests in the crank file of his favorite conservative newspaper. Whether or not it will be discovered and the truth uncovered remains a mystery.
The world of the **Watchmen** is not part of mainstream DC Universe continuity.

COMEDIAN

Edward Blake believed that the world was full of hatred, needless suffering and bloodshed. Black responded by becoming deliberately amoral and brutal, ironically calling himself '**The Comedian**,' as a way of playing along with life's joke. One of the original Minutemen, the Comedian had the longest continuous career of any hero until he was murdered by Oymandias after accidentally discovering Veidt's plot. **(Str10)**

COMEDIAN — PL7 121 POINTS

Abilities: Str 3 **Sta** 3 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 3 **Awe** 2 **Pre** 2

Equipment: Leather Body Armor: Impervious Toughness 12; **Automatic Rifle:** Ranged, Damage 5; **2 45 Pistols:** Ranged Damage 3; **Tear Gas Grenades:** Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude, Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated)

Advantages: Close Attack 4, Defensive Roll 3, Equipment 5, Improved Initiative, Improved Trip, Move by Action, Power Attack, Quick Draw, Ranged Attack 6, Takedown

Skills: Acrobatics 5 (+8), Athletics 5 (+8), Close Combat: Unarmed 2 +(11), Deception 6 (+9), Expertise: Military Science 7 (+10), Expertise: Streetwise 6 (+9), Investigation 4 (+7), Insight 7 (+8), Perception 5 (+8), Persuasion 5 (+7), 5 (+8), Vehicles 7 (+10)

Offense: Initiative +6, Automatic Rifle +9, Pistol +9 Ranged, Damage 3; Unarmed +11, Close Damage 3

Defense: Dodge 12, Parry 12, Fortitude 8, Will 5, Toughness 6/3* *Without Defensive roll bonus

Totals: Abilities 38 + Powers 0 + Advantages 27 + Skills 32 + Defenses +24 = 121

Complications: Brutality: Casting himself as a parody of morality, the Comedian is brutal, murderous, responsible for high-level political assassinations, and the disappearance of other vigilantes. The Comedian was the last one Ozymandias expected to have a change of heart upon learning of his own nihilistic schemes; Relationships: The Comedian mostly made enemies, but he had a dysfunctional relationship with Sally Jupiter, the first Silk Spectre, and was the father of her daughter, Laurie **Secret Identity:** Edward Blake

DOCTOR MANHATTAN

In August 1959, John Osterman, a researcher at the Gila Flats facility, was involved in an accident, which trapped him in a chamber designed to remove the intrinsic field of an object. Osterman was disintegrated, but somehow reintegrated himself several months later. He had been reborn as **Doctor Manhattan**, a being with phenomenal powers who would change the world forever. **(Str85)**

DOCTOR MANHATTAN — PL18 358 POINTS

Abil: Str 16 **Sta** 14 **Agi** 4 **Dex** 4 **Fgt** 6 **Int** 20 **Awe** 12 **Pre** 15

Powers: Energy Manipulation: Ranged Damage 19; **Cosmic Senses:** Senses 19 (Acute, Extended Vision 3, Infravision, Microscopic Vision 4) Precognition 45 (Limitation: his own future only), **Matter Manipulation:** Transform 28 (anything into anything.); **Super-Durability:** Protection 4, Impervious Toughness 17; Immunity 10 (Life Support), Regeneration 28; **Telekinesis:** Move Object 19, Accurate 4; **Teleport:** Teleport 20 (4,000 miles)

Advantages: Assessment, Extraordinary Effort, Move-By Action, Power Attack, Ranged Attack 4

Skills: Expertise: Physics 8(+28), Expertise: Science 8(+28), Perception 10 (+25)

Offense: Initiative +4, Energy Blast +8, Ranged, Damage 19 Disintegration Blast +8, Ranged Damage 28, Unarmed +4, Close, Damage 16

Defense: Dodge 14, Parry 12, Fortitude 20, Will 16, Toughness 18

Totals: Abilities 182 + Powers 392 + Advantages 5 + Skills 13 + Defenses 26 = 618

Complications: **Murderer:** Doctor Manhattan killed his own former Watchmen teammate Rorschach in order to cover up Ozymandias' plan to "save the world."; **Preoccupied:** With his perception on a cosmic level, Doctor Manhattan has become detached and disinterested in Earth and/or the human race; **Relationships:** Doctor Manhattan was once close to Janey Slater, and then Laurel Juspeczyk (Silk Spectre II), although as his detachment progressed, both relationships deteriorated.

NITE OWL

When the original Nite Owl, Hollis Mason, retired in 1963, Daniel Dreiberg asked to carry on in Mason's heroic identity as the new Nite Owl. Using an amazing arsenal of high-tech equipment, Nite Owl had a string of successes, often teaming up with Rorschach. When the Keene Act was passed in 1977, Dreiberg chose to retire. Confronted by Rorschach and his evidence in 1985, Nite Owl came out of retirement to help his former ally escape from jail and track down Ozymandias. **(Str9)**

NITE OWL — PL7 133 POINTS

Abilities: **Str** 3 **Sta** 2 **Agi** 2 **Dex** 2 **Fgt** 4 **Int** 2 **Awe** 2 **Pre** 3

Equipment: **Handcuffs:** Feature 1 (Restraint), **Mini-Tracers:** feature 1 (Tracking), **Smoke Bombs:** Cloud Area Visual Concealment Attack 4; **The Owlship:** Equivalent to both a fighter jet and submarine (see the Gadgets & Gear chapter) without machine guns (but with Fire Blast 10, Magnetic Control 8, plus 5 others) and with the Remote Control feature

Advantages: **Advantages:** Close Attack 4, Defensive Attack, Defensive Roll 3, Equipment 15, Improved Initiative, Improved Trip, Move by Action, Power Attack, Skill Master (Gadgetry), Takedown, Well Informed, Uncanny Dodge

Skills: Acrobatics 4 (+6), Athletics 4 (+7), Close Combat: Unarmed 2 +(10), Deception 6 (+10), Expertise: Gadgetry 10 (+12), Expertise: Investigation 6 (+8), Insight 6 (+9), Perception 6 (+8), Persuasion 4 (+11), Sleight of Hand 6 (+9), Stealth 4 (+9), Treatment 3 (+5)

Offense: Initiative +6, Unarmed +10, Close Damage 3

Defense: Dodge 12, Parry 12, Fortitude 8, Will 4, Toughness 5/2* *Without Defensive roll bonus

Totals: Abilities 40 + Powers 0 + Advantages 35 + Skills 31 + Defenses 27 = 133

Complications: **Relationships:** Daniel has strong feelings for the Silk Spectre, and is former partners with Rorschach. He idolizes Hollis Mason, the original Nite Owl. **Secret Identity:** Daniel Dreiberg.

OZYMANDIAS

In 1966, Adrian Veidt, known as **Ozymandias**, realized that the world was heading towards an inevitable nuclear confrontation and decided to do something about it. He retired several months before the Keene Act in 1977, and set about building a worldwide corporation with the power and resources necessary to put his plan into action. He seemingly succeeded but was reminded by Dr Manhattan of the temporal nature of all things, a fact which left Veidt strangely disturbed and pensive. **(Str12)**

OZYMANDIAS — PL11 172 POINTS

Abil: **Str** 4 **Sta** 4 **Agi 8** **Dex** 7 **Fgt** 13 **Int** 10 **Awe** 3 **Pre** 2

Advantages: Agile Feint, **Assessment,** Close Attack 2, Defensive Attack, Defensive Roll 3, Evasion, improved Initiative, Improved Trip, Move by Action, Power Attack, Skill Master (Gadgetry), Takedown, Well Informed, Uncanny Dodge, Well-informed

Skills: Acrobatics 7 (+15), Athletics 6 (+10), Close Combat: Unarmed 3 +(18), Deception 6 (+16), Expertise: Gadgetry 8 (+18), Investigation 6 (+16), Expertise: Science 8 (+18), Insight 6 (+16), Perception 8 (+15), Persuasion 7 (+10), Stealth 7 (+15), Treatment 3 (+13)

Offense: Initiative +11, Unarmed +18 (Damage 4)

Defense: Dodge 14, Parry 14, Fortitude 9, Will 10 Toughness 8/4* *Without Defensive roll bonus

Totals: Abilities 102 + Powers 0 + Advantages 20 + Skills 41 + Defenses 19 = 172

Complications: Mass Murderer: Ozymandias murdered millions of people in an effort to cause humanity to unite under a common enemy. **Public Identity:** Adrian is one of the only two Watchmen to ever go public. Too Smart For His Own Good: Ozymandias' own intellect forced him into his actions, believing that human extinction by nuclear war was inevitable, and as the smartest man in the world, he believed himself the only one capable of stopping it. **Wealth and Influence:** Adrian Veidt is the wealthiest man on the planet, and he commands immense resources and widespread influence, allowing him to manipulate events on a global scale.

RORSCHACH

Walter Kovacs was a garment worker who became **Rorschach** in response to the immorality and degradation he perceived (and experienced) in society. When vigilantism was outlawed by the Keene Act in 1977, Rorschach refused to retire, becoming a wanted criminal rather than compromising his beliefs. When Adrian Veidt's plan was eventually revealed, Rorschach refused to let the murder of millions of people go unpunished, and was therefore killed by Doctor Manhattan. **(Str9)**

RORSCHACH — PL10 154 POINTS

Abilities: **Str** 2 **Sta** 3 **Agi** 3 **Dex** 3 **Fgt** 7 **Int** 4 **Awe** 7 **Pre** 7

Equipment: Flashlight: Feature 1 (Illumination); **Grapple Gun:** Movement 1 (Wall-crawling)

Advantages: Agile Feint, Close Attack 4, Defensive Attack, Defensive Roll 3, Equipment 1, Improved Initiative, Improved Trip, Move by Action, Power Attack, Skill Mastery (Intimidation), Takedown, Well Informed, Uncanny Dodge

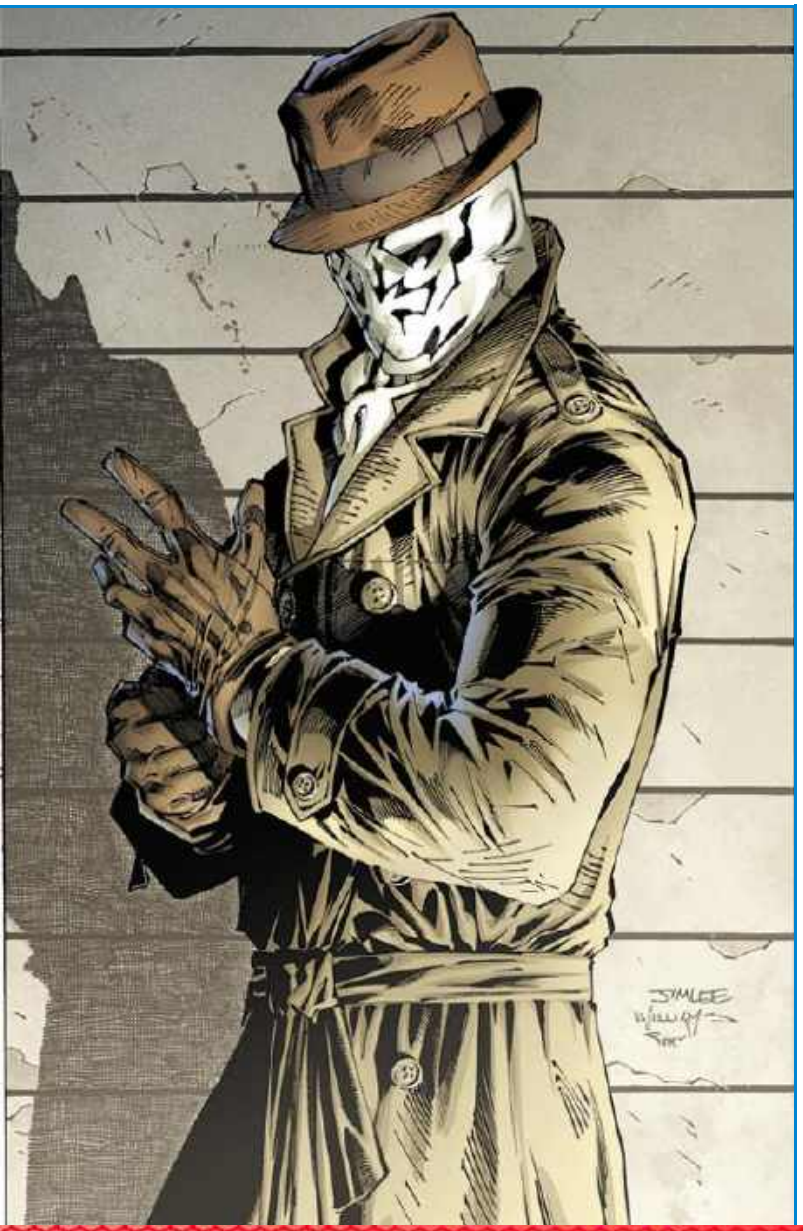
Skills: Acrobatics 6 (+15), Athletics 8 (+8), Close Combat: Unarmed 2 +(13), Deception 6 (+10), Expertise: Criminology 9 (+13), Expertise: Streetwise 13 (+20), Investigation 10 (+14), Insight 6 (+13), Perception 8 (+15), Persuasion 4 (+11), Sleight of Hand 6 (+9), Stealth 6 (+9)

Offense: Initiative +8, Unarmed +13, Close Damage 2

Defense: Dodge 12, Parry 14, Fortitude 9, Will 11, Toughness 6/3* *Without Defensive roll bonus

Totals: Abilities 66 + Powers 0 + Advantages 18 + Skills 42 + Defenses +28 = 154

Complications: **Mistrust:** As an outlaw vigilante, Rorschach is largely distrusted and feared by the general public; **Obsession:** Rorschach's personality has been completely absorbed by his crime-fighting persona, and he is very likely insane; **Relationships:** Rorschach is a loner, but has partnered with Nite Owl and the Silver Specter, and they were all former members of the Watchmen, before the Keen Act outlawed 'Masks'; **Reputation:** Rorschach's brutal, often lethal methods have left him widely feared by both crooks and cops alike.**Secret Identity:** Walter Kovacs.



SILK SPECTRE

Laurel Juspeczyk is the daughter of the Comedian and the original Silk Spectre. She was trained by her mother to become the second heroine to be known as the **Silk Spectre**. She fell in love with Doctor Manhattan, and the two remained together, even after Laurie retired from crimefighting in 1977. As Doctor Manhattan grew more distant from humanity, however, Laurie turned to Dan Dreiberg for comfort, and the pair fell in love. Nite Owl and Silk Spectre were last seen in their new identities as Sam and Sandra Hollis, pondering a new adventuring career together. **(Str6)**

SILK SPECTRE	PL6 99 POINTS

Abilities: **Str** 1 **Sta** 1 **Agi** 3 **Dex** 3 **Fgt** 4 **Int** 2 **Awe** 2 **Pre** 1

Advantages: **Advantages:** Agile Feint, Attractive, Close Attack 3, Defensive Attack, Defensive Roll 3, Improved Disarm, Improved Initiative, Improved Trip, Move by Action, Takedown, Uncanny Dodge

Skills: Acrobatics 4 (+6), Athletics 4 (+7), Close Combat: Unarmed 4 +(10), Deception 4 (+6), Expertise: Investigation 4 (+8), Insight 6 (+9), Perception 6 (+8), Persuasion 6 (+7), Sleight of Hand 4 (+6), Stealth 4 (+7)

Offense: Initiative +6, Unarmed +10, Close Damage 1

Defense: Dodge 13, Parry 12, Fortitude 8, Will 4, Toughness 4/1* *Without Defensive roll bonus

Totals: Abilities 34 + Powers 0 + Advantages 14 + Skills 23 + Defenses +28 = 99

Complications: **Relationships:** Sally has a number of dysfunctional relationships, most primarily with here daughter Laurie. She has unexplored feelings for Hollis Mason, and a much more troubled past with Comedian, who appealed to her own repressed impulses, despite (or perhaps because) once having tried to rape her. **Secret Shame:** The Comedian is the father of Sally's daughter.

SALLY JUPITER

Sally Jupiter was one of the original Minutemen, and the original Silk Spectre. Known for her provocative dress, Sally was attacked and nearly raped by the Comedian, apparently igniting repressive dysfunctional lusts of her own, because she eventually slept with him anyway, causing a pregnancy and forcing her retirement. Ashamed of her situation, and the circumstances that led to it, Sally compensated by training her daughter Laurie to take her place as a crimefighter. As she aged, Sally Jupiter deteriorated into alcoholism (Use stats for **Silk Spectre**).

HOLLIS MASON

Hollis Mason was the original Nite Owl, one of the original group of costumed vigilantes known as the 'Minutemen' – which formed in response to the gangs in New York that had taken to committing crimes disguised in masks. After the Keen Act was passed, Mason publicly came forward, revealing his civilian identity, and writing a tell-all book about the Minutemen and his days as a costumed adventurer. Hollis Mason was eventually murdered by a street gang with a grudge against Rorschach, believing Mason to be Rorschach's partner, the second Nite Owl, Daniel Dreiberg. (Use states for **Nite Owl**).

WENDIGO

The **Wendigo** is the result of an ancient curse laid down by Elder Gods of Canadian folklore that transforms any person who eats the flesh of another human being in the Canadian wilderness into a massive, fur-covered humanoid beast with fangs and razor sharp claws. Recently, it has been revealed that a person can inherit the curse of the Wendigo if he or she is bitten by the beast and survives. All Wendigos possess sufficient superhuman strength to lift up to 100 tons. Wendigos have proven to stalemate an enraged Hulk.

Wendigos, in spite of their weight and great size, also possess super-human speed and stamina, capable of exerting themselves for several days before becoming tired. The Wendigo also Has an advanced healing factor that is capable of fully healing almost any injury. The only known method of killing a Wendigo is to remove the curse by sacrificing a heart to the Elder Gods, whilst in Canada. (**NOTE**: The Red Hulk [see Entry for **Hulk: Red Hulk**] killed a Wendigo by decapitation while in the Canadian wilderness, although this was a member of the unique 'Pack of Wendigos' that manifested simultaneously, so it is unknown if this was unique to that particular manifestation of the curse). **(Str80)**

PERSONALITY

Regardless of the personality of the curse victim, the Wendigo has but one thought – to consume and eat human beings. A mindless berserker, the Wendigo will invariably attack any creature that crosses its path.

POWERS AND ABILITIES

Anyone who reverts to cannibalism while in the Canadian wilderness is transformed into the Wendigo (although there cannot be more than one Wendigo at a time). That person is forced to go on a mindless rampage, killing and eating anyone they come across. A Wendigo has superhuman strength comparable to the Thing, razor-sharp claws and teeth, and the ability to regenerate almost any injury.

REAL NAME: VARIES
OCCUPATION: CANNIBAL BERSERKER
BASE: CANADIAN NORTH WOODS
HEIGHT: 9' 7" **WEIGHT:** 1800 LBS.
EYES: RED **HAIR:** WHITE

WENDIGO PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
15	15	2	2	6	-3	8	1

POWERS

Animal Senses: Senses 4 (Extended Hearing,) Low-Light Vision, Scent, Tracking • *4 points*
Claws: Strength-based Damage 2, Penetrating 3 • *5 points*
Invulnerability: Immunity 20 (Disease, Poison); impervious Toughness 10, Regeneration 5 • *35 points*

ADVANTAGES

All-out Attack, Close Attack, Diehard, Improved Critical (Claws), Improved Initiative, Instant Up, Power Attack

SKILLS

Athletics 4 (+20), Close Combat: Claws 2 (+9), Intimidation 6 (+16), Perception 8 (+16), Stealth 10 (+12)

OFFENSE

INITIATIVE +6

Claws +9	Close, Damage 17, Crit 19-20
Unarmed +7	Close, Damage 15

DEFENSE

DODGE	11	**FORTITUDE**	15
PARRY	11	**TOUGHNESS**	15
WILL	9		

POWER POINTS

ABILITIES	92	**SKILLS**	15
POWERS	44	**DEFENSES**	14
ADVANTAGES	7	**TOTAL**	172

COMPLICATIONS

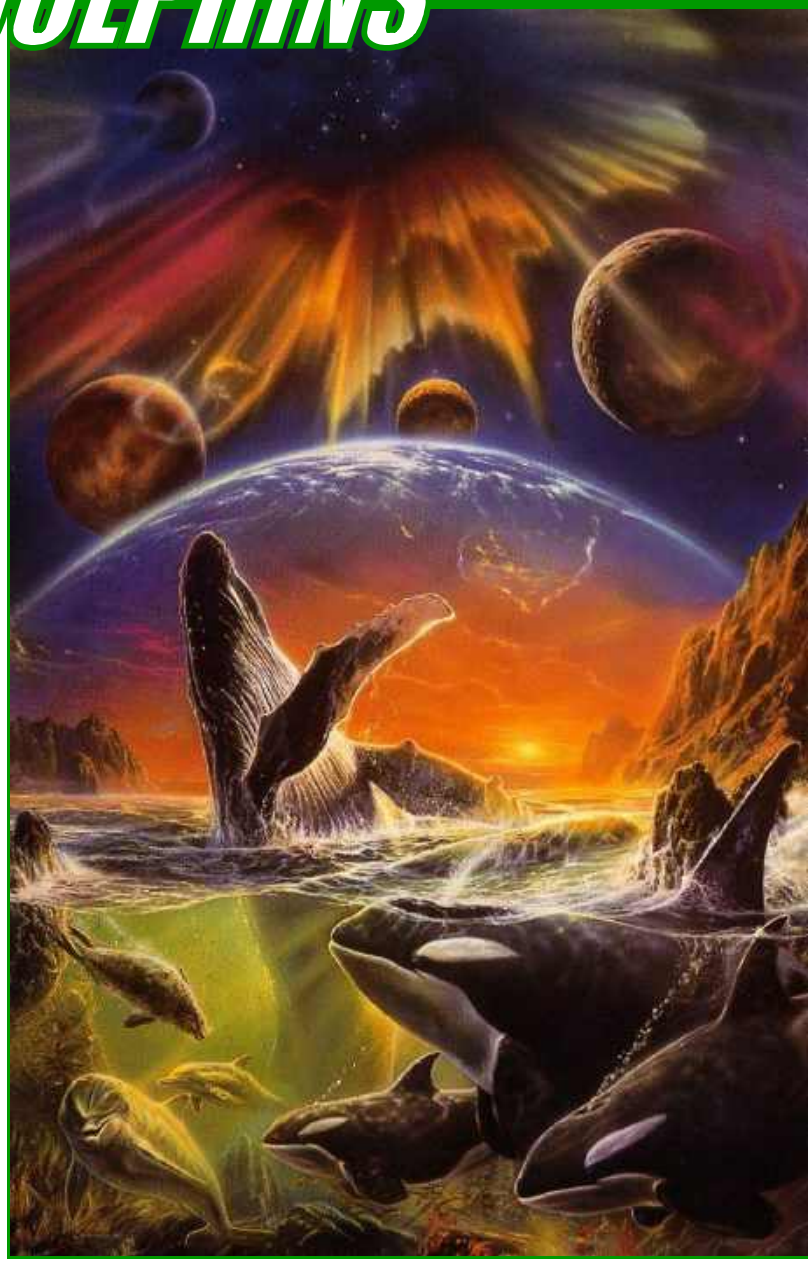
Curse of the Wendigo: Anyone that consumes human flesh in the Northern Canadian wilderness is possessed by the curse of the Wendigo, transforming into a powerful flesh-eating albino monster that will kill and consume any human being it can find.
Power Loss: Usually the only way a victim is released from the curse is if another person resorts to cannibalism, transferring the curse to the new victim. In certain cases, sorcerers of sufficient abilities have demonstrated the ability to lift the curse.

CURSE OF THE WENDIGO

The Curse of the Wendigo is mystical in nature and individuals versed in the mystic arts can transfer the curse to another person or remove the spell entirely until the next time someone else invokes the curse.

NOTE: Recently, a troop of a couple dozen Wendigos appeared all at the same time - an unexplained phenomenon that manifested both in the Canadian wilderness, as well as downtown Las Vegas. This new batch of Wendigos seemed to spread like the Curse of the Werewolf, by surviving the bite of a Wendigo. It is unknown if this pack of Wendigos is the result of new or separate curse, a mutation, or simply a new twist or evolution in the traditional Wendigo curse. All members of this new Wendigo pack had the normal stats for a Wendigo, as well as the same berserker bloodlust, and for all practical purposes was identical to any normal Wendigo.

WHALES AND DOLPHINS



A **whale** is the common name given for various marine mammals of the order Cetacea. The term 'whale' sometimes refers to all cetaceans, but usually excludes **dolphins** and porpoises, which belong to the suborder *Odontoceti*, or toothed whales.

The *Odontoceti* are the sperm whale, killer whale, pilot whale, and beluga whale. The other Cetacean suborder, *Mysticeti* (baleen whales), comprises filter feeders that eat small organisms caught by straining seawater through a comb-like structure in the mouth called baleen. These include the blue whale, the humpback whale, the bowhead whale and the minke whale.

All cetaceans have forelimbs modified as fins, a tail with horizontal flukes, and nasal openings called blowholes on top of the head.

Whales range in size from the blue whale, the largest animal known to have ever existed. At 30m (98ft) and 180 tons, to various pygmy species, such as the pygmy sperm whale at 3.5m (11ft). Whales collectively inhabit all the world's oceans and number in the millions, with annual population growth rate estimates for various species ranging from 3% to 13%

All cetaceans, including whales, dolphins and porpoises, are descendants of land-dwelling mammals of the Artiodactyl order (even-toed ungulates). Both are related to the Indohyus, an extinct semi-aquatic deer-like ungulate, from which they split around 54 million years ago. These primitive cetaceans probably first took to the sea about 50 million years ago and became fully aquatic about 5–10 million years later.

Their features eventually became adapted for living the marine environment. Major anatomical changes include streamlining of the body, the migration of the nasal openings towards the top of the cranium, the shrinking and eventual disappearance of the hind limbs, the modification of the forelimbs into flippers, and the growth of flukes on the tail

DOLPHINS

DOLPHIN — PL3

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	2	4	2	2	-2	1	0

POWERS

Thick Hide: Protection 1 • *1 point*
Senses 4 ((Accurate Hearing, Low-Light Vision, Ultra Hearing) • *4 points*
Swimming 6 (32 MPH) • *3 points*

ADVANTAGES

Fast Grab, Teamwork

SKILLS

Athletics 8 (+8), Close Combat: Unarmed 2 (+4), Perception 8 (+9)

OFFENSE

INITIATIVE +4

Slam +4 — Close Damage 2

DEFENSE

DODGE	4	**FORTITUDE**	3
PARRY	4	**TOUGHNESS**	3
WILL	3		

POWER POINTS

ABILITIES	4	**SKILLS**	5
POWERS	10	**DEFENSES**	7
ADVANTAGES	5	**TOTAL**	48

DOLPHINS

Dolphins are marine mammals closely related to whales and porpoises. There are almost forty species of dolphin in 17 genera. They vary in size from the 1.2 m (4 ft) and 40 kg (90 lb) Maui's dolphin, up to the 9.5 m (30 ft) and 10-ton orca or killer whale. They are found worldwide, mostly in the shallower seas of the continental shelves, and are carnivores, eating mostly fish and squid. The family Delphinidae is the largest in the Cetacean order, and evolved relatively recently, about ten million years ago, during the Miocene. Dolphins are among the most intelligent animals, and their often friendly appearance, an artifact of the "smile" of their lip-line, and seemingly playful attitude have made them very popular in human culture. **(Str8)**

KILLER WHALE

KILLER WHALE — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	10	4	2	4	0	1	0

POWERS

Growth: Growth 6 (Innate; Permanent) • *12 points*
Thick Hide: Protection 1 • *1 point*
Senses 4 ((Accurate Hearing, Low-Light Vision, Ultra Hearing) • *4 points*
Swimming 6 (32 MPH) • *3 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Hold, Power Attack, Teamwork

SKILLS

Athletics 8 (+18), Close Combat: Unarmed 3 (+7), Perception 10 (+11)

OFFENSE

INITIATIVE +3

Bite +7	Close Damage 13
Slam +7	Close Damage 10

DEFENSE

DODGE	5	**FORTITUDE**	12
PARRY	6	**TOUGHNESS**	11
WILL	4		

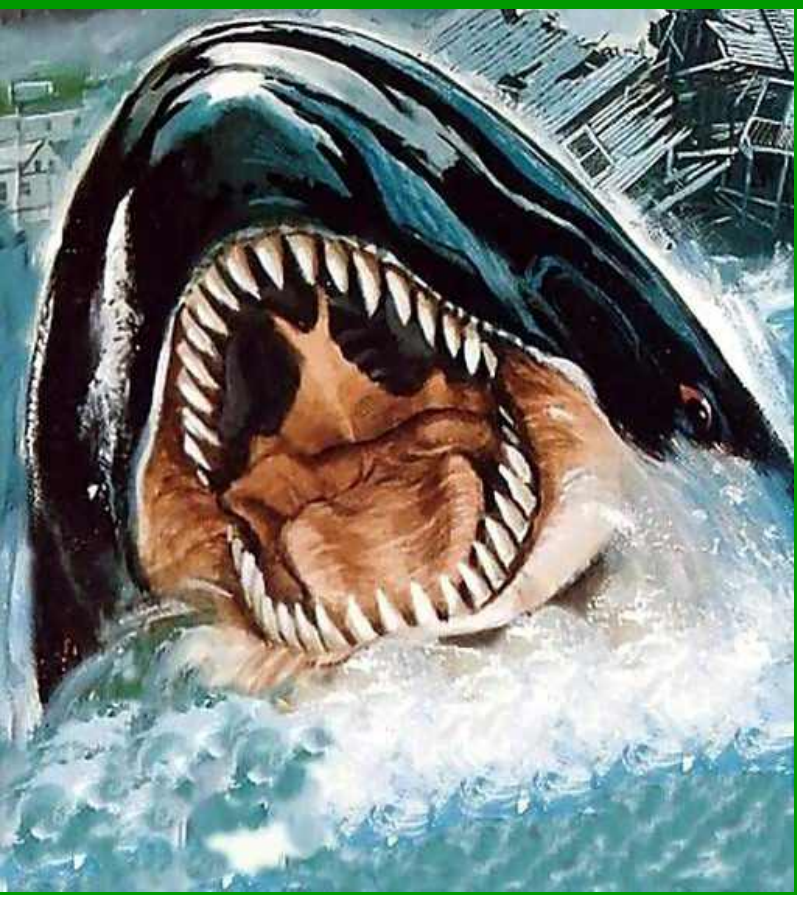
POWER POINTS

ABILITIES	40	**SKILLS**	21
POWERS	23	**DEFENSES**	14
ADVANTAGES	4	**TOTAL**	102

WOLVES OF THE SEA

The **killer whale** (*Orcinus orca*), or **orca**, is a toothed whale belonging to the oceanic dolphin family. Orcas are found in all oceans, from the frigid Arctic and Antarctic regions to tropical seas. Orcas as a species have a diverse diet, although individual populations often specialize in particular types of prey. Some feed exclusively on fish, while others hunt marine mammals such as pinnipeds, dolphins, and even large whales, often working in organized packs, earning them the nickname 'Wolves of the Sea'. Orcas are regarded as apex predators, lacking natural predators.

Orcas often demonstrate uncanny intelligence. They imitate others, and deliberately teach skills to their kin. The complex and stable vocal and behavioral patterns of different groups of orcas appear to have no parallel outside humans and represent an independent evolution of culture. **(Str38)**



DEFENSE

DODGE	5	**FORTITUDE**	12
PARRY	7	**TOUGHNESS**	11
WILL	5		

POWER POINTS

ABILITIES	38	**SKILLS**	21
POWERS	26	**DEFENSES**	13
ADVANTAGES	4	**TOTAL**	102

OBESSION

Nickfin is a gigantic rogue bull Killer Whale, whose mate was killed by fishermen. In a bizarre case of reverse-Ahab, Nickfin pursued Captain Nolan and his crew, all the way across the North Atlantic – actually managing to destroy entire towns in the process – before finally killing the Captain at the arctic pole. After Captain Nolan's death, Nickfin retired from active persecution of northern coastal towns, but he still bears a grudge against fishermen and humans in general. **(Str40)**

ORCA

ORCA PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	10	4	2	4	0	1	0

POWERS

Growth: Growth 6 (Innate; Permanent) • *12 points*
Thick Hide: Protection 1 • *3 points*
Senses 4 ((Accurate Hearing, Low-Light Vision, Ultra Hearing) • *4 points*
Swimming 6 (32 MPH) • *3 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Hold, Power Attack, Teamwork

SKILLS

Athletics 8 (+18), Close Combat: Unarmed 4 (+8), Perception 10 (+11)

OFFENSE

INITIATIVE +3

Bite +8	Close Damage 14
Slam +8	Close Damage 10

SPERM WHALE

SPERM WHALE — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	11	0	0	4	-3	1	0

POWERS

Growth: Growth 11 (Innate; Permanent) • *22 points*
Thick Hide: Protection 2 • *2 points*
Senses 4 ((Accurate Hearing, Low-Light Vision, Ultra Hearing) • *4 points*
Swimming 5 (16 MPH) • *5 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Hold, Power Attack

SKILLS

Athletics 8 (+8), Close Combat: Unarmed 2 (+6), Perception 10 (+11)

OFFENSE

INITIATIVE +3

Bite +6	Close Damage 14
Slam +6	Close Damage 11

DEFENSE

DODGE	-3	**FORTITUDE**	12
PARRY	1	**TOUGHNESS**	13
WILL	4		

POWER POINTS

ABILITIES	6	**SKILLS**	10
POWERS	36	**DEFENSES**	8
ADVANTAGES	6	**TOTAL**	68

DUCKBILL DINOSAURS

The **sperm whale** (*Physeter macrocephalus*) or 'Catodon' is the largest member of the toothed whales. It is the only living member of genus ***Physeter***, and one of three extant species in the family, along with the pygmy and dwarf sperm whales of the genus *Kogia*.
Mature male sperm whales can reach 20.5 m (67 ft), with the head representing up to a third of its entire length. The sperm whale feeds primarily on giant squid. Plunging as far down into the depths as 3 km (9,800 ft) for prey, it is the deepest diving mammal. Its clicking vocalization, a form of echolocation and communication, can be as loud as 230 decibels. underwater. It has the largest brain of any animal on Earth, five times heavier than a man's. **(Str42)**

MOBY DICK

MOBY DICK — PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	12	0	0	6	-3	1	0

POWERS

Growth 12 (Innate; Permanent) • *24 points*
Thick Hide: Protection 3 • *3 points*
Senses 4 ((Accurate Hearing, Low-Light Vision, Ultra Hearing) • *4 points*
Swimming 5 (16 MPH) • *5 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Fast Grab, Improved Hold, Power Attack

SKILLS

Athletics 8 (+8), Close Combat: Unarmed 2 (+7), Perception 10 (+11)

OFFENSE

INITIATIVE +2

Bite +8	Close Damage 15
Slam +8	Close Damage 12

DEFENSE

DODGE	-3	**FORTITUDE**	16
PARRY	3	**TOUGHNESS**	14
WILL	6		

POWER POINTS

ABILITIES	10	**SKILLS**	10
POWERS	39	**DEFENSES**	13
ADVANTAGES	6	**TOTAL**	78

COMPLICATIONS

Nemesis: Captain Ahab
Rogue: Moby Dick has a hatred of humans and whalers in particular, and will attack boats wherever he finds them.

GREAT WHITE WHALE

Moby Dick was a gigantic albino sperm whale that prowled the Atlantic during the harum-scarum whaling days of the 1850's, sinking whaling vessels, and killing entire crews.

The vengeful Captain Ahab, who lost a leg to the mighty whale, set sail the whaling ship, the Pequod, on a final quest to destroy Moby Dick – an ill-fated mission that would eventually end in tragedy. Ignoring the advice of his first mate, as well as fellow Captain Boomer of the whaling ship *Rachel* – who himself lost an arm to the Great White Whale – Ahab pursued Moby Dick to a final confrontation. His mad thirst for vengeance met its end when he became trapped in harpoon ropes, bound to the great whale's hide.

Moby Dick himself was mortally wounded in the battle, but the mighty whale lasted long enough to sink the Pequod, killing its entire crew, save for one survivor – a young man named Ishmael, who related the story after being rescued by Captain Boomer and the *Rachel.* **(Str45)**

BLUE WHALE

BLUE WHALE PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	12	0	0	3	-3	1	0

POWERS

Growth 12 (Innate; Permanent) • *24 points*
Thick Hide: Protection 3 • *3 points*
Senses 4 ((Accurate Hearing, Low-Light Vision, Ultra Hearing) • *4 points*
Swimming 5 (16 MPH) • *5 points*

ADVANTAGES

All-Out Attack, Diehard, Extraordinary Effort, Power Attack

SKILLS

Perception 8 (+10), Expertise (Survival) 4 (-1)

OFFENSE

INITIATIVE +0

Slam +5	Close Damage 12

DEFENSE

DODGE	-4	**FORTITUDE**	12
PARRY	-2	**TOUGHNESS**	14
WILL	4		

POWER POINTS

ABILITIES	6	**SKILLS**	10
POWERS	36	**DEFENSES**	4
ADVANTAGES	4	**TOTAL**	60

THE LARGEST ANIMAL TO EVER EXIST

The **blue whale** (*Balaenoptera musculus*) belongs to a suborder of baleen whales. At up to 30 m (98 ft) in length and 170 tons, it is the largest known animal to have ever existed. Like other baleen whales, its diet consists almost exclusively of small crustaceans known as krill – technically a predator, but in reality, filling the niche of the oceanic grazer. **(Str45)**

OTHER BALEEN WHALES

Baleen whales come in many stripes, and exist in all oceans. Their form is fairly consistent, although a number of specializations for varying lifestyles and environments have allowed for a number of visible variations. The high arching mouths of the **Right Whale** (*Baleena mysticetus*), is instantly recognizable from the long, slender **Fin Whale** (*Balaenoptera physalus*), and the wide, wing-like pectoral fins of the **Humpback Whale** (*Megaptera novaeangliae*), are instantly recognizable from the slate, gray, uniform body of the **Gray Whale** (*Eschrichtius robustus*). A number of other species, exist, but the following stats would apply for most of them. Their behaviors are also quite consistent, with the big baleens occupying the ecological role of 'grazers' even though they are technically preying upon living animals in the form of krill. They are generally placid by nature (making them easy targets for whalers),and are less inclined to behave violently than toothed whales like the Sperm Whale. They are also considered to be somewhat less intelligent than their toothed cousins. **(Str42)**

HUMPBACK WHALE PL8 50 POINTS

Abilities: Str 11 **Sta** 11 **Agi** 0 **Dex** 0 **Fgt** 2 **Int** -3 **Awe** 1 **Pre** 0

Powers: Growth: Growth 12 (Innate; Permanent), Thick **Hide:** Protection 2, **Senses 4** (Accurate Hearing, Low-Light Vision, Ultra Hearing), **Swimming** 5 (16 MPH)

Advantages: All-Out Attack, Diehard, Extraordinary Effort, Power Attack

Skills: Athletics 8 (+18), Close Combat: Unarmed 2 (+4), Perception 10 (+11)

Offense: Initiative +0, Slam +4, Close Damage 11

Defense: Dodge -4, Parry -2, Fortitude 12, Will 4, Toughness 13

Totals: Abilities -4 + Powers 35 + Advantages 3 + Skills 10 + Defenses + 6 = 50

WILD ANIMALS

Wild Animal characters can be minions, non-player characters, or even protagonists themselves. An animal is generally considered any non-human, non-plant-based life; in game world, this can be extended to any non-supernatural, non-alien, and non-mutant and apply only to animals you might find in nature on modern Earth. Animal types include the warm-blooded, furry mammals (Mammalia), the warm-blooded, feathered birds (Aves), as well as cold-blooded reptiles (Reptilia), amphibians (Amphibia), fish (Agnatha, Chondrichthyes, Osteichtheyes), mollusks (phylum Mollusca), as well as a plethora of insects, arachnids, worms, and general creepy-crawlies (Insecta, Arachnida, phylum Anneleda, among others). Below are some of the more common, well-known wildlife, and most likely to be encountered in an adventure. Specific groups of animals such as Crocodiles, Sharks, Snakes, and Whales and Dolphins, are detailed under their own entries.

BEAR

Bears are mammals of the family **Ursidae**, and are classified as caniforms, or doglike carnivorans, with the pinnipeds being their closest living relatives. They are widespread, appearing in a wide variety of habitats, and are found on the continents of North America, South America, Europe, and Asia.

Bears have large bodies with stocky legs, long snouts, shaggy hair, plantigrade paws with five nonretractile claws, with stubby tails. While polar bears are mostly carnivorous and giant pandas feed on bamboo, most species are omnivorous, with varied diets.

With the exception of mating pairs and mothers with cubs, bears are solitary animals. They are generally diurnal, but may be active during the night or twilight particularly around humans. Bears have an excellent sense of smell and, despite their heavy build and awkward gait, can run quickly, and are adept climbers and swimmers. Bears use shelters, such as caves and burrows, as their dens and most species hibernate during the winter for up to 100 days.

Bears can be a threat to humans, both because of their size, and occasional predatory habits. Mothers with cubs are extremely dangerous, as can be rogue males. It is said that once a bear discovers how easy humans are to kill, their opportunistic natures will make them man-eaters for life. The most dangerous are the big brown bears, like Grizzlies and Kodiak bears (subspecies of each other) and particularly the Polar Bear – the only pure carnivore of the bruin family and the only bear that will deliberately hunt humans, even if it has never seen one before. Giant wolf-like prehistoric bears were likely the reason humans were reluctant to populate North America. **(Str26)**

GRIZZLY BEAR — PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	4	0	0	3	-3	1	-2

POWERS

Claws: Strength-based Damage 2 • *2 points*
Growth: Growth 3 (Innate; Permanent) • *3 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Thick Hide: Protection 2 • *2 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold, Power Attack

SKILLS

Athletics 4 (+12), Close Combat: Claws 2 (+5), Perception 4 (+5)

OFFENSE

INITIATIVE +0

Claws +6 — Close Damage 10

DEFENSE

DODGE	4	**FORTITUDE**	6
PARRY	5	**TOUGHNESS**	6
WILL	3		

POWER POINTS

ABILITIES	22	**SKILLS**	11
POWERS	143	**DEFENSES**	10
ADVANTAGES	11	**TOTAL**	193

COMPLICATIONS

ABILITIES	10	**SKILLS**	5
POWERS	9	**DEFENSES**	12
ADVANTAGES	4	**TOTAL**	40

KILLER GRIZZLY

Right in there among the giant sharks, alligators, and mutant piranha that menaced humanity, in the post-JAWS-era, there was, of course, a giant, rogue **Killer Grizzly**.

In a plot transplanted almost intact from JAWS to a Georgia state-park – and actually re-named CLAWS by some distributors – an enormous 18' Grizzly is preying on campers – and like JAWS, starts with a hot blond (see the JAWS-mimic poster), and then a little kid. Despite having to buck pressure from the political and money-interests governing the park, the head ranger engages the giant bruin in a similar, JAWS-like battle, which likewise ends with the monster bear being blown to smithereens. **(Str30)**

KILLER GRIZZLY PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	5	0	0	3	-3	1	-2

POWERS

Claws: Strength-based Damage 2 • *2 points*
Growth: Growth 4 (Innate; Permanent) • *4 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Thick Hide: Protection 3 • *3 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold, Power Attack

SKILLS

Athletics 6 (+14), Close Combat: Claws 4 (+7), Perception 4 (+5)

OFFENSE

INITIATIVE +0

Claws +7 — Close Damage 11

DEFENSE

DODGE	4	**FORTITUDE**	10
PARRY	5	**TOUGHNESS**	8
WILL	3		

POWER POINTS

ABILITIES	10	**SKILLS**	7
POWERS	20	**DEFENSES**	18
ADVANTAGES	4	**TOTAL**	59

COMPLICATIONS

Man-Eater: The Killer Grizzly has tasted human flesh, and become a man-eater.

EAGLE

Eagle is a common name for several genera of the bird family Accipitridae. Most eagles occur in Eurasia and Africa, with only two species (the Bald Eagle and Golden Eagle) in the U.S. and Canada, nine species in Central and South America, and three species in Australia. Eagles are large, powerfully built birds of prey, with a heavy head and beak, with relatively longer and more evenly broad wings, and more direct, faster flight than other raptors. Most eagles are larger than any other raptors apart from some vultures. Like all birds of prey, eagles have very large hooked beaks for tearing flesh from their prey, strong muscular legs, and powerful talons. Eagles' eyes are extremely powerful, having up to 3.6 times human acuity, allowing them to spot potential prey from a very long distance. The females of all known species of eagle are larger than the male. **(Str3)**

EAGLE PL4

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-2	0	3	0	3	-4	1	0

POWERS

Claws: Strength-based Damage 1 •*1 points*
Flight: Flight 3 (16 MPH, Wings) • *3 points*
Senses 2 (Extended Vision, Low-light Vision) • *3 points*
Shrinking 8 (Permanent; +4 defenses, +8 Stealth) • *8 points*

ADVANTAGES

Fast Grab

SKILLS

Close Combat: Claws 4 (+7), Perception 6 (+7)

OFFENSE

INITIATIVE +3

Claws +7 Close Damage -1

DEFENSE

DODGE	7	**FORTITUDE**	2
PARRY	7	**TOUGHNESS**	0
WILL	2		

POWER POINTS

ABILITIES	6	**SKILLS**	5
POWERS	10	**DEFENSES**	2
ADVANTAGES	1	**TOTAL**	48

HORSE

The **horse** (*Equus ferus caballus*) is one of two extant subspecies of *Equus ferus*, or wild horse. It is an odd-toed ungulate mammal belonging to the taxonomic family Equidae. Horses have evolved over the past 45 to 55 million years from small multi-toed creatures into the large, single-toed animal of today. Humans began domestication of horses about 4000 BC, which is believed to have been widespread by 3000 BC. Horses in the subspecies *caballus* are domesticated, although some domesticated populations live in the wild as feral horses. Horses' anatomy enables them to make use of speed to escape predators and they have a well-developed sense of balance and a strong fight-or-flight response. Horses and humans interact in a wide variety of sport competitions and non-competitive recreational pursuits, as well as police work, agriculture, entertainment, and warfare. **(Str25)**

HORSE PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	4	1	-4	2	-4	1	-3

POWERS

Growth: Growth 4 (Permanent, Innate) • *8 points*
Senses: Senses 2 (Extended Vision, Low-Light Vision) • *2 points*
Speed 4 (30 MPH) • *4 points*

ADVANTAGES

None

SKILLS

Perception 4 (+5)

OFFENSE

INITIATIVE +1

Unarmed +2 — Close Damage 7

DEFENSE

DODGE	2	**FORTITUDE**	5
PARRY	2	**TOUGHNESS**	4
WILL	2		

POWER POINTS

ABILITIES	-6	**SKILLS**	2
POWERS	15	**DEFENSES**	6
ADVANTAGES	0	**TOTAL**	17

SPIDER

Spiders (order **Araneae**) are air-breathing arthropods that have eight legs and chelicerae with fangs that inject venom. They are found on every continent except for Antarctica, and have become established in nearly every terrestrial habitat.

Spiders bear 'spinnerets' that release silk from glands within their abdomen. Webs vary widely in size, shape and the amount of sticky thread used. Spider-like arachnids with silk-producing spigots appeared in the Devonian period about 386 million years ago, True spiders have been found in Carboniferous rocks from 318 to 299 million years ago. The modern groups, Mygalomorphae and Araneomorphae, first appeared in the Triassic period, over 200 million years ago.

Almost all known species of spider are predators, mostly preying on insects and other spiders, although large species take birds and lizards. Spiders can capture prey by trapping it in sticky webs, or simply running it down, and active hunters have acute vision. Spiders liquidize their food by injecting it with digestive enzymes in their venom.

While spider venom is extremely toxic – many times more potent, drop for drop, than snake venom – most species only inject minute quantities, and many are incapable of breaking human skin. There are a few species, however, which can be dangerous to people, most famously, the Black Widow, the Brazilian Wandering Spider, the Australian Funnel-Web Spider, and a few species of 'tarantulas' – the generic name given to any of the big primitive, hairy Mygalomorphae species of varying genus. **(Str2)**

FUNNEL-WEB SPIDER — PL2

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-5	0	3	-1	2	-	1	-

POWERS

Shrinking 12 (Permanent, Innate) • *12 points*
Venomous Bite: Affliction 1 (Resisted by Fortitude; Dazed, Stunned) Weaken Stamina 1 • *2 points*
Wall-Crawling: Movement 2 (Wall-Crawling 2) • *2 points*
Webs: Snare -3 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), Movement 1 (Swinging) • *2 points*

ADVANTAGES

Fast Grab

SKILLS

Close Combat: Venomous Bite 1 (+3), Perception 4 (+5), Stealth 2 (+17), Ranged Attack (Webs) +2 (+5

OFFENSE

INITIATIVE +1

Venomous Bite +3 — Affliction +1, Weaken Stamina
Webs +6 — Ranged Affliction -3

DEFENSE

DODGE	9	**FORTITUDE**	0
PARRY	8	**TOUGHNESS**	-
WILL	-		

POWER POINTS

ABILITIES	-10	**SKILLS**	5
POWERS	24	**DEFENSES**	0
ADVANTAGES	1	**TOTAL**	10

WORLD'S MOST DEADLY SPIDER

Funnel Web Spiders are one of a handful of species capable of causing human fatalities. Besides being particularly toxic to primates, it is large, aggressive, and males are prone to roaming during mating season. **Brazilian Wandering Spiders** are similar of venom and temper, and are the largest true spider in the Americas.

TIGER

The **tiger** (*Panthera tigris*) is the largest cat species, reaching a total body length of up to 3.3 m (11 ft) and weighing over 306 kg (670 lb). It is the third largest land carnivore (behind only the polar bear and the brown bear). Its most recognizable feature is a pattern of dark vertical stripes on reddish-orange fur with a lighter underside. It has exceptionally stout teeth, and the canines are the longest among living felids with a crown height of as much as 74.5 mm (2.93 in) or even 90 mm (3.5 in). In zoos, tigers have lived for 20-26 years, comparable to the wild. They are territorial and usually solitary animals, often requiring large contiguous areas of habitat that support their prey requirements. This, coupled with the fact that they are indigenous to some of the more densely populated areas on Earth, has caused significant conflicts with humans. **(Str23)**

TIGER PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	4	3	1	6	-3	1	0

POWERS

Growth: Growth 2 (Innate; Permanent, –1 active defenses included),) • *4 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Protection 2 • *2 points*
Claws: Strength-based Damage 2 • *2 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Claws), Power Attack

SKILLS

Close Combat: Claws 3 (+9), Perception 5 (+6), Stealth 8 (+11)

OFFENSE

INITIATIVE +1
Claws +9 Close Damage 9

DEFENSE

DODGE	6	**FORTITUDE**	6
PARRY	6	**TOUGHNESS**	6
WILL	3		

POWER POINTS

ABILITIES	30	**SKILLS**	8
POWERS	10	**DEFENSES**	11
ADVANTAGES	4	**TOTAL**	63

THE TRUE KING OF BEASTS

Despite rumors to the contrary, the Tiger, not the Lion, is the true king of the cats. Tigers are larger, stronger, and despite their greater weight, are faster and can leap further than a Lion. And while Lion experts will often tout that, being a harem animal with competition between males, the Lion should be a superior fighter to the solitary Tiger, in practice the reverse seems to be true – the social environment allows for a lot of bluff on the part of the lion, whereas the Tiger is all business. Historical records of Tiger/Lion fights, dating back to the Roman Arenas show that when tested in combat, the Tiger invariably wins.

WOLF

Wolves (*Canis lupus*) are a species of canid native to the wilds of North America, Eurasia, and North Africa. The largest member of their family, Wolves are a more specialized form than their smaller cousins (coyotes and jackals), with morphological adaptations to hunting large prey, its more gregarious nature and its highly advanced expressive behavior. They are social animals, traveling in nuclear families consisting of a mated pair, and the pair's adult offspring. Wolves are typically apex predators throughout their range, with only humans and tigers posing a serious threat. **(Str8)**

WOLF PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	2	2	0	3	-3	2	-2

POWERS

Senses: Senses 3 (Low-light Vision, Scent, Track) • *3 points*
Speed 4 (30 MPH) • *4 points*
Teeth: Strength-based Damage 1 • *1 point*

ADVANTAGES

Fast Grab, Improved Trip

SKILLS

Close Combat: Teeth 3 (+6), Perception 4 (+5), Stealth 4 (+6)

OFFENSE

INITIATIVE +2

Teeth +6 — Close Damage 3

DEFENSE

DODGE	4	**FORTITUDE**	4
PARRY	4	**TOUGHNESS**	2
WILL	2		

POWER POINTS

ABILITIES	12	**SKILLS**	4
POWERS	8	**DEFENSES**	5
ADVANTAGES	2	**TOTAL**	31

WOLVERINE PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	2	3	1	6	-3	1	-2

POWERS

Claws: Strength-based Damage 2 • *2 points*
Senses 2 (Low-Light Vision, Scent) • *2 points*
Shrinking: Shrinking 4 (Permanent, Innate) • *4 points*

ADVANTAGES

All-out Attack, Diehard, Improved Critical (Claws), Improved Initiative, Instant Up, Power Attack

SKILLS

Athletics 3 (+4), Close Combat: Claws 4 (+10), Intimidation 6 (+4), Perception 4 (+5), Stealth 4 (+6)

OFFENSE

INITIATIVE +5

Claws +10 — Close Damage 3

DEFENSE

DODGE	8	**FORTITUDE**	4
PARRY	8	**TOUGHNESS**	2
WILL	3		

POWER POINTS

ABILITIES	12	**SKILLS**	4
POWERS	8	**DEFENSES**	2
ADVANTAGES	2	**TOTAL**	76

WOLVERINE

The **wolverine**, *Gulo gulo* is the largest land-dwelling species of the family Mustelidae (weasels). It is a stocky and muscular carnivore, more closely resembling a small bear than other mustelids. The wolverine is about the size of a medium dog, averaging between 20 to 55 lbs, but it has a well-earned reputation for ferocity and strength far out of proportion to its size, with the documented ability to kill prey animals that are many times larger than itself, including mule deer, caribou, moose, and elk.

Armed with powerful jaws, sharp claws, and a thick hide, wolverines, like most other mustelids, are remarkably strong for their size. They may defend kills against much larger or more numerous predators such as wolves or bears. Much of the wolverine's sustenance in winter is from carrion, which they may find themselves, or simply take it from another predator. The wolverine's feeding style is voracious, leading to the nickname of "glutton". **(Str6)**

MEANEST CRITTER THERE IS

There is no critter out there that can match the wolverine, pound-for-pound, as the flat, toughest, meanest SOB in nature. While anecdotal evidence abounds, there is also filmed documentary footage of packs of wolves being driven off their kill by a single wolverine, chasing black bears up trees, and one confirmed account of an individual in a zoo that, while being temporarily caged together, promptly killed a Polar Bear.

WITCHBLADE

The **Witchblade** has existed for thousands of years – an intelligent symbiotic weapon of incredible power. A living gauntlet that becomes one with its wearer, only women of unmatched strength of mind, body and will, have ever successfully worn the Witchblade. Joan of Arc was one. Others have been both its master and its servant. But in all cases, the Witchblade has been used to cut a swath of blood and viscera through the ranks of previously insurmountable evil. In the latter days of the 20th century, the Witchblade sought out a new bearer of its power and its curse. Sara Pezzini was a tough young, NYPD homicide cop, possessed of a razor-sharp beauty, brandished like a sword. Driven to live up to the legacy of her own cop-father, she had often seen the system working more to protect the guilty than the innocent, she often pushed the line herself. But while investigating her best friend's death, Sara's life, and what she believed about her world and the forces within it, was radically changed forever, as fate brought her into contact with the Witchblade.

Unable to free herself from the Witchblade, Sara was forced to govern its power while simultaneously balancing her life and career as a police detective. But now her eyes were opened to a world of evil that went far beyond simple crime on the street, and Sara had no choice but to confront it, employing her skills as a police detective to fight crime, and using the Witchblade to combat a much greater and frighteningly organized conspiracy of true evil that threatened the very soul of humanity. And quite often, as Sara Pezzini tried to keep her secret, do her job and have some semblance of a life, she would find that her most formidable adversary was the Witchblade itself. **(Str6/35)**

PERSONALITY

Sara Pezzini is impulsive and hotheaded, but reliable. She possesses an air of purity, which belies her more dangerous, sensual nature, which only becomes obvious when she activates the Witchblade.

POWERS AND ABILITIES

Before acquiring the Witchblade, Sara Pezzini was already a tough, competent, New York City cop and Homicide detective. She is a capable hand-to-hand combatant, as well as being skilled with handguns.

The Witchblade provides Sara with a host of powers. Among its more rudimentary abilities is to provide mystical armor protection to its wearer. It can extend itself over its host's entire form, providing Protection 4. Similarly, the Witchblade can take the form of an arm-blade or sword – see Natural Weapons – or disguise itself as a bracelet.

The Witchblade also provides post-cognition powers, generally used to give Sara flashbacks to events affecting former users of the blade.

The Witchblade apparently also has vast, untapped potential for Reality Warping that Sara has only begun to explore.

REAL NAME: SARA PEZZINI
OCCUPATION: HOMICIDE DETECTIVE
BASE: NEW YORK CITY **AFFILIATION:** NYPD
HEIGHT: 5' 9" **WEIGHT:** 125 LBS.
EYES: BLUE **HAIR:** BROWN

WITCHBLADE PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
9	8	6	2	4	2	2	1

POWERS

The Witchblade Gauntlet: 92 points, Indestructible, Removable (-26 points) • *66 points*

- **Armblade or Sword:** Strength-based Damage 2 • *2 points*
- **Energy Blast:** Ranged Damage 7 • 7 *points*
- **Evil Detection:** Senses 7 (Accurate, Ranged Detect Evil, Extended • *7 points*
- **Shape-changing:** Morph 4 (Limited to body armor, Impervious Toughness 4; may morph into harmless-looking bracelet) • *20 points*
- **Reality Manipulation**: Variable Power 7 • *49 points*
- **Tendril Whip:** Strength-based Damage 4, Improved Grab, Improved Trip, Reach 2 • *6 points*
- **Wall Crawling:** Movement 1 (Wall-Crawling 1) • *1 point*

ADVANTAGES

Attractive, Benefit (NYPD Homicide Detective), Quick Draw, Power Attack

SKILLS

Acrobatics 6 (+11), Athletics 8 (+10), Close Combat: Unarmed 5 (+16), Deception 6 (+9), Insight 5 (+8), Intimidation 6 (+9), Investigation 6 (+8), Perception 8 (+11), Persuasion 4 (+7), Stealth 7 (+12), Treatment 3 (+5), Vehicles 8 (+11)

OFFENSE

INITIATIVE +6

Armblade +8	Close Damage 11
Energy Blast +10	Ranged, Damage 7
Pistol +10	Ranged, Damage 4
Tendril Whip +10	Close (Reach 2), Damage 4
Unarmed +8	Close Damage 9

DEFENSE

DODGE	10	**FORTITUDE**	8
PARRY	10	**TOUGHNESS**	8
WILL	7		

POWER POINTS

ABILITIES	72	**SKILLS**	29
POWERS	66	**DEFENSES**	15
ADVANTAGES	4	**TOTAL**	186

COMPLICATIONS

Enemy: Kenneth Irons.

Power Loss: Without the Witchblade, Sara Pezzini has no powers and the abilities of an ordinary woman. Her Str, Dex and Agl are 0, and her Sta is 2

Responsibility: Wielder of the Witchblade

Secret Identity: Sara Pezzini, NYPD Homicide Detective

THE WITCHBLADE

The Witchblade is a mysterious semi-sentient, living gauntlet that chooses one wielder in each generation for the purpose of battling evil. The blade bonds itself to the wearer and may manifest at the wielder's will.

The Gauntlet is a powerful weapon whose full abilities have not yet manifested and may only be used by women of unmatched strength of mind, body and will – the blade is semi-sentient and has been known to overwhelm its host, and 'possess' them. Also notable among those who have possessed/been possessed by the Witchblade is a near-unparalleled beauty and almost smoldering sexuality, indicating that the true power of the Gauntlet lies not just in femininity but in the inherent power of aggressive feminine sexuality.

WOLVERINE

Logan was born James Howlett, to a life of privilege in Alberta, Canada, during the late 19th Century, the son of John and Elizabeth Howlett. Growing up, the sickly James competed with 'Dog' the son of their cruel groundskeeper, Thomas Logan, over the attentions of James' companion and tutor, Rose. Dog's growing obsession with Rose, finally caused him to attack her, prompting James' father to fire Dog's father – upon which Thomas Logan – who had been having an affair with Elizabeth Howlett – ended up shooting John Howlett. The shock of seeing his father murdered caused young James' latent mutation to manifest, sprouting bone claws from his hands, attacking and wounding Thomas Logan before retreating into the woods with Rose.

Taking the name 'Logan' to hide his identity, the frail boy grew into a strapping young man, who was given the nickname **'Wolverine'** due to his tenacious ferocity and his affinity with wild animals. Eventually, however, Dog tracked them down, and during a vicious battle, Logan accidentally impaled Rose on his own claws, killing her. Grief-stricken, Logan fled into the woods, and his life since then remains shrouded in mystery.

It is known, however, that in the later half of the 20th Century, the Canadian government subjected Logan to a bizarre battery of experiments intended to forge the ultimate killing machine. Weapon X scientists grafted the indestructible metal, Adamantium, to Logan's skeleton and bone claws, and introduced memory implants that shaped his past to suit their ends. These false memories have made it impossible for Logan to discern facts from fiction in his past life.

Wolverine was working as an operative for the Canadian government when he accepted an Offer from Professor X to join the X-Men – joining partly for Xavier's vision for mutant's rights, and partly because of his attraction to Jean Gray. During his time with the X-Men, Logan has worked to regain his lost memories, but virtually every answer leads him to new questions. **(Str10/16)**

PERSONALITY

Wolverine is a fierce, ruthless fighter, struggling to keep his bestial nature in check. Although brutal and humorless with both friends and enemies, Logan has an old-fashioned chivalrous streak when it comes to women. His is a loner at heart, even going so far as to establish a new identity as 'Patch' in the Far East principality of Madripoor. Wolverine is much older than he appears as his healing factor retards his aging greatly; he is actually over a hundred years old – something that is both in his experience and his cynicism.

REAL NAME: JAMES HOWLETT, LOGAN
OCCUPATION: ADVENTURER, FORMER SOLDIER
BASE: NEW YORK CITY **AFFILIATION:** X-MEN
HEIGHT: 5' 3"" **WEIGHT:** 195/300 LBS
EYES: BLUE **HAIR:** BLACK

POWERS AND ABILITIES

Wolverine has the ability to heal virtually any wound. It would take something like a decapitation to kill him outright. He also possesses extremely keen senses of hearing and smell, and has a strong affinity with animals – particularly predators. Wolverine also has foot-long, retractable bone claws that are housed in his forearms. To top it all, his entire skeleton has been coated with Adamantium, making his bones (and claws) virtually unbreakable. Besides his physical abilities Wolverine has vast experience in wilderness survival, espionage, hand-to-hand combat – particularly covert assassination.

WOLVERINE PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	4	7	7	11	1	10	7

POWERS

Adamantium Claws: Strength-based Damage 4, Penetrating 6 Enhanced Advantage 4 (Improved Critical 4: Claws) • *14 points*

Adamantium Skeleton: Strength-based Damage 1 (blunt strikes), Enhanced Strength 1; Protection 1 • *5 points*

Enhanced Senses: Senses 8 (Accurate, Acute, Extended and Tracking Smell, Danger Sense [olfactory], Extended Hearing, Low-Light Vision), Enhanced Advantage 1 (Uncanny Dodge) • *9 points*

Healing Factor: Enhanced Advantage 1 (Diehard); Immunity 3 (Aging, Disease & Poison - both Limited to half-strength); Regeneration 5 • *8 points*

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Close Attack 3, Defensive Roll 4, Diehard, *Improved Critical 4 (Claws)*, Improved Initiative, Instant Up, Languages 3 (Chinese, Japanese, Russian, Spanish, base: English), Power Attack, *Uncanny Dodge*

SKILLS

Acrobatics 2 (+9), Athletics 6 (+10), Close Combat: Claws 2 (+13), Expertise: Military 4 (+5), Expertise: Streetwise 8 (+9), Intimidation 16 (+23), Perception 8 (+18), Stealth 10 (+17), Vehicles 2 (+5)

OFFENSE

INITIATIVE +10

Claws +16	Close, Damage 8, Crit 16-20
Unarmed +14	Close Damage 5

DEFENSE

DODGE	15	**FORTITUDE**	10
PARRY	15	**TOUGHNESS**	9/5*
WILL	11	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	102	**SKILLS**	26
POWERS	97	**DEFENSES**	19
ADVANTAGES	11	**TOTAL**	255

COMPLICATIONS

Mutant: As a mutant, Wolverine has experienced his share of anti-mutant hatred and bigotry.

Nemesis: Sabertooth,

Relationships: Wolverine is closely associated with the X-Men, particularly Jean Gray. He has been romantically tied to the assassin, Yukio, and the Japanese aristocrat, Mariko Yashida. He also has contacts with Nick Fury and various other covert para-military organizations. Wolverine also has tentative contacts with Spider-Man, Ghost Rider and the Hulk

Temper: Wolverine is known for his animalistic Berserker rages

BONE CLAWS

Wolverine's natural Claws are made of bone, and are part of his mutation. Without their Adamantium coating, Logan's bones are no more durable than a normal man's, although he still heals damage just as quickly. At one point, his bones were stripped of their metal coating by Magneto (see stat box), although his Adamantium Skeleton was eventually restored.

WOLVERINE (BONE CLAWS) PL12 • 241 POINTS

STR 3 STA 4 AGL 7 DEX 7 FGT 11 INT 1 AWE 10 PRE 7

Powers: Bone Claws: Strength-based Damage 2, Penetrating 2 Enhanced Advantage 2 (Improved Critical 2: Claws)

Offense: Initiative +10, Claws +16 (Close, Damage 5, Crit 18-20), Unarmed +14 (Close, Damage 3)

Defense: Dodge 15, Parry 15, Fortitude 10, Toughness 8/4*, *Without Defensive roll bonus, Will 12

Totals: Abilities 100 + Powers 84 + Advantages 12 + Skills 26 + Defenses 19 = 241

WONDER WOMAN

The goddesses of the Greek pantheon, led by Athena, resurrected the spirits of women who died by violence at the hands of men as the Amazons, a society of warrior women devoted to the ideals of peace. After the Amazons were betrayed and abused by the demigod Hercules, the goddesses created a new home for them on the hidden island of Themyscira, also known as “Paradise Island.”

Hippolyta, queen of the Amazons, longed for a child, not aware that her spirit was a woman who died while pregnant. She prayed to the goddesses and received a vision to go to the shore of Themyscira and fashion a child out of clay. Then the goddesses infused the clay with the spirit of Hippolyta’s unborn child, blessing her with special powers and abilities. The Amazon queen named her daughter in honor of Diana Trevor, a great heroine from the outside world who aided Themyscira in a time of need. When the mad god Ares wished to plunge the world into war, he began by attempting to destroy Themyscira using a diverted U.S. Air Force plane piloted by Colonel Steve Trevor, Diana Trevor’s son. When Col. Trevor managed to eject from his plane, Princess Diana rescued him, making him the first man on Themyscira.

Queen Hippolyta announced a tournament to choose the most skilled Amazon to bring Trevor back to Patriarch’s World, but forbade Diana from entering, because she did not wish to lose her. Diana disobeyed her mother, entering the tournament in disguise. When Diana won and revealed her true identity, Hippolyta had no choice but to bow to Amazon tradition and the will of the gods. Dressed in ceremonial armor based on Diana Trevor’s W.A.C. emblems, and bearing the Lasso of Truth forged by Hephaestus from the Girdle of Gaea, Diana left Themyscira and brought Col. Trevor back to the outside world. There she thwarted Ares’ plans to spark a new world war and became known as ”**Wonder Woman**.”

Since then, Diana has wholeheartedly adopted the role of Themyscira’s ambassador to Patriarch’s World and a symbol of hope for all, particularly women. Her Wonder Woman Foundation supports a number of charitable causes. Wonder Woman has adopted the secret identity of Diana Prince, working as an agent of the Department of Metahuman Affairs, to better keep in touch with humanity and provide her an alternative to her super hero celebrity life. **(Str85/95/175)**

PERSONALITY

Diana is best known for her loving and compassionate heart. Still, anyone who mistakes her kindness for weakness is sorely mistaken, as Wonder Woman has demonstrated on many occasions. She is a fierce warrior, willing to do whatever needs to be done, but she prefers negotiation and peaceful solutions to violence

POWERS AND ABILITIES

The goddesses of Olympus blessed Diana at her birth with many gifts: great beauty and a loving heart from Aphrodite, great wisdom and prowess in battle from Athena, the strength and stamina of Gaea from Demeter, the eye of the hunter and unity with the beasts from Artemis, and sisterhood with fire from Hestia, connecting her with the fires of truth. The messenger god Hermes also granted her great speed and the power of flight.

Wonder Woman wields the Golden Lasso of Truth, forged by Hephaestus from the Girdle of Gaea. Anyone bound by it is forced to speak only the truth. Her Bracelets of Victory, forged from Athena’s Aegis, allow her to deflect attacks.

REAL NAME: DIANA, DIANA PRINCE (ALIAS)
OCCUPATION: AMBASSADOR, AGENT OF THE OMA
BASE: WASHINGTON DC **AFFILIATION:** JLA
HEIGHT: 5’ 11” **WEIGHT:** 165 LBS
EYES: BLUE **HAIR:** BLACK

WONDER WOMAN — PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	14	10	8	14	4	5	4

POWERS

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*

Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Telling the Truth (one degree, no other effects), Easily Removable (-24 points) • *40 points*

• **Quick Change:** Feature 1 (change into Wonder Woman as a free action) • *1 point*

Speed of Hermes: Flight 11 (2000 MPH) • *22 points*

Strength of Gaea: Enhanced Strength 6, Limited to Lifting (Lifting Str22; 100,000 tons) • *6 points*

EQUIPMENT

VEHICLE: INVISIBLE PLANE • 31 POINTS

Huge; Str 20, Def –4, Tough 20; Concealment 2 (visual): Flight 11

ADVANTAGES

Animal Empathy, Attractive, Benefit (Ambassador of Themyscira), Equipment 7, Languages 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 6 (+16), Athletics 4 (+20), Expertise: Mythology 8 (+12), Insight 10 (+15), Intimidation 4 (+8), Investigation 6 (+10), Perception 8 (+12), Persuasion 6 (+10), Ranged Combat: Lasso 2 (+14), Vehicles 4 (+12)

OFFENSE

INITIATIVE +10

Lasso +14	Ranged Move Object 16/Grab Bonus 16
Unarmed +14	Close Damage 16

DEFENSE

DODGE	16	**FORTITUDE**	14
PARRY	16	**TOUGHNESS**	14
WILL	13		

POWER POINTS

ABILITIES	150	**SKILLS**	29
POWERS	75	**DEFENSES**	16
ADVANTAGES	17	**TOTAL**	287

COMPLICATIONS

Enemy: Circe

Responsibility: To Themyscira

Power Loss: Due to a spell cast upon her by her foe Circe, Wonder Woman is powerless and entirely human in her Diana Prince identity. When human she must rely solely on her considerable skills and determination, which have proven more than equal to the challenge.

Secret Identity: Diana Prince, agent of the Department of Metahuman Affairs. As Diana Prince, Wonder Woman has no powers and the abilities of an ordinary (if athletic and skilled) woman. **Str** 2, **Sta** 3, **Agi** 4, **Dex** 4, **Fgt** 10, **Int** 4, **Awe** 5, Pre 4; Animal Empathy, Attractive, Languages 2, Ranged Attack 4, Teamwork); **Dodge** 10, **Parry** 12, **Fortitude** 3, **Will** 13, **Toughness** 3; **Initiative** +4, **Hand Gun** +10, Ranged, Damage 3, **Unarmed** +10, Close Damage

WEAPONS OF WAR.... POWER OF THE GODS — PL17/PLX1

Diana occasionally accessorizes with items or weapons that supplement her already formidable abilities, placing her beyond her normal Power Level limitations.

NOTE: All these weapons are magical in nature, and immune to the invulnerabilities of characters like Superman.

Eagle Armor: Protection 3 (Raises PL to 17) • *3 points*

Gauntlet of Atlas: Enhanced Strength 4 (Limited: does not stack with Strength of Gaea), (Raises PL to 18) • *4 points*

Longsword: Indestructible, Easily Removable (-2 points), Strength-based Damage 3 (Raises PL to 17) • *1 point*

War Shield: Easily Removable (-2 points) Impervious Toughness 10, Strength-based Damage 1, Deflect 7, Enhanced Defenses 6 (Dodge 3 and Parry 3) (Raises PL to 17) • *22 points*

THE GODWAVE PLX1

Diana has shown the ability to channel the energy of the 'Godwave' – a mystical energy generated by the creation of the universe, which was responsible for empowering the gods. This is an extremely potent and dangerous power, raising Diana's physical stats by +1 every round, and allowing her to perform PLX1 energy manipulation and other feats. Diana cannot long channel such massive energy and if reaches sufficient intensity her body will explode in a PLX1 blast in every direction. Many other beings are known to be empowered by the energy of the Godwave, including the Marvel Family.

POST-CRISIS

At the beginning of her career, Diana had not yet tapped into the full potential of her godly powers, and it was not until after her ascension to 'Goddess of Truth' that she displayed the full range of her modern abilities – her strength did not yet approach Kryptonian-levels, for example. Even before attaining godhood, however, Diana had learned to tap into the Strength of Gaea to perform feats beyond her normal power set, (See '**Strength of Gaea**" under Complications).

WONDER WOMAN (POST-CRISIS) PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
14	12	10	8	14	4	5	4

POWERS

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*

Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Telling the Truth (one degree, no other effects), Easily Removable (-24 points) • *40 points*

• **Quick Change:** Feature 1 (change into Wonder Woman as a free action) • *1 point*

Speed of Hermes: Flight 11 (4000 MPH) • *22 points*

EQUIPMENT

VEHICLE: INVISIBLE PLANE • 31 POINTS

Huge; Str 20, Def –4, Tough 20; Concealment 2 (visual): Flight 11

ADVANTAGES

Animal Empathy, Attractive, Benefit (Ambassador of Themyscira), Equipment 7, Languages 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 6 (+16), Athletics 4 (+18), Expertise: Mythology 8 (+10), Insight 10 (+14), Intimidation 4 (+10), Investigation 6 (+8), Perception 8 (+12, Persuasion 6 (+12), Ranged Combat: Lasso 2 (+14), Vehicles 4 (+12)

OFFENSE

INITIATIVE +10

Lasso +14	Ranged Move Object 14/Grab Bonus 14
Unarmed +14	Close Damage 14

DEFENSE

DODGE	16	**FORTITUDE**	12
PARRY	16	**TOUGHNESS**	12
WILL	10		

POWER POINTS

ABILITIES	142	**SKILLS**	29
POWERS	69	**DEFENSES**	15
ADVANTAGES	17	**TOTAL**	271

COMPLICATIONS

Enemy: Circe

Naive: At this early stage of her career, Diana is somewhat innocent of the ways of the 'Patriarch's' world. This could extend to both being too gentle or being too rough.

Responsibility: To Themyscira

Strength of Gaea: Even before attaining godhood, however, Wonder Woman had learned to tap into the Strength of Gaea, becoming 'as strong as the Earth: **Enhanced Strength 6**, Limited to Lifting (Lifting Str20; 25,000 tons)

WONDER WOMAN (PRE-CRISIS) PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	16	7	7	12	4	4	2

POWERS

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*
Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Telling the Truth (one degree, no other effects), Easily Removable (-24 points) • *40 points*
• **Quick Change:** Feature 1 (change into Wonder Woman as a free action) • *1 point*
Speed of Hermes: Flight 11 (2000 MPH) • *22 points*

EQUIPMENT

VEHICLE: INVISIBLE PLANE • 31 POINTS
Huge; Str 20, Def –4, Tough 20; Concealment 2 (visual): Flight 11

ADVANTAGES

Animal Empathy, Attractive, Benefit (Ambassador of Themyscira), Equipment 7, Languages 2, Ranged Attack 3, Teamwork

SKILLS

Acrobatics 6 (+13), Athletics 4 (+28), Expertise: Military 2 (+6), Expertise: Mythology 8 (+12), Insight 10 (+15), Intimidation 4 (+8), Investigation 6 (+10), Perception 8 (+12), Persuasion 8 (+10), Ranged Combat: Lasso 2 (+12), Vehicles 4 (+12)

OFFENSE

INITIATIVE +7

Lasso +12	Ranged Move Object 16/Grab Bonus 16
Unarmed +12	Close Damage 20

DEFENSE

DODGE	14	**FORTITUDE**	16
PARRY	14	**TOUGHNESS**	16
WILL	8		

POWER POINTS

ABILITIES	144	**SKILLS**	31
POWERS	69	**DEFENSES**	19
ADVANTAGES	16	**TOTAL**	279

COMPLICATIONS

Enemy: The Cheetah
Power Loss: If Wonder Woman's wrists are bound by a man, she is helpless to free them, losing all of her powers.
Secret Identity: Diana Prince

PRE-CRISIS

This is Wonder Woman as she was in prior to the reality-changing events of the Crisis on Infinite Earth. Pre-Crisis powerhouses were far and away more powerful than their modern incarnations (Pre-Crisis Superman has a Strength score of 25!), so the **Pre-Crisis Wonder Woman** is represented by suitably high physical stats. On the other hand, she has not the stature among her peers as the modern Wonder Woman. Pre-Crisis Diana is nowhere near as strong as PC Superman or Supergirl, while her present-day depiction is a near-rival of modern Kryptonians. Pre-Crisis Wonder Woman also does not have as many skills or powers as her modern-day counterpart. She also has a more traditional Diana Prince 'secret identity' than today's Wonder Woman, who adapted that identity only recently. **(Str225)**

POWER OF THOR

During the War of the Brothers (omnipotent guardians of the DC/Marvel Megaverses) the super-beings of the two realities were pitted against each other. While the realities overlapped, Diana came upon Mjolnir, (lost by the Thor in his battle with Captain Marvel) and was granted the **Power of Thor**. She did not keep this power long, however, relinquishing it in the spirit of fairness for her own cross-universal battle with Storm – which Diana, ironically, ended up losing - after giving up the power of the Thunder God, she was defeated by Storm's lightning bolts. **(Str90/160)**

WONDER WOMAN (POWER OF THOR) PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
16	14	10	8	14	4	5	4

POWERS

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*

Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Telling the Truth (one degree, no other effects), Easily Removable (-24 points) • *40 points*

• **Quick Change:** Feature 1 (change into Wonder Woman as a free action) • *1 point*

Speed of Hermes: Flight 11 (2000 MPH) • *22 points*

Super-Strength: Enhanced Strength 6, Limited to Lifting (Lifting Str22; 100,000 tons) • *6 points*

EQUIPMENT

VEHICLE: INVISIBLE PLANE • 31 POINTS

Huge; Str 20, Def –4, Tough 20; Concealment 2 (visual): Flight 11

HAMMER OF THOR

Mjolnir: Array (32 points), Easily Removable (-16 points), Feature 1 (Automatic Return after 1 round), Indestructible

• **Flight:** Flight 12 (8,000 MPH) • *1 point*

• **God of Thunder:** Environment 16 (Lighting, Rain, Thunder, Wind), Ranged Damage 16 • *32 points*

• **Hammer of Thor:** Strength-based Damage 2, Strength-based Ranged Damage 2, Improved Critical 2 • *3 points*

• **Spinning Shield:** Impervious Toughness 16, Limited to while spinning hammer • *1 point*

• **Traverse Dimensions:** Movement 3 (Dimension Travel), Increased Mass 5 • *1 point*

ADVANTAGES

Animal Empathy, Attractive, Benefit (Ambassador of Themyscira), Equipment 11, Languages 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 6 (+16), Athletics 4 (+20), Expertise: Mythology 8 (+12), Insight 10 (+15), Intimidation 4 (+8), Investigation 6 (+10), Perception 8 (+12), Persuasion 6 (+10), Ranged Combat: Lasso 2 (+14), Vehicles 4 (+12)

OFFENSE

INITIATIVE +10

Lasso +14	Ranged Move Object 16/Grab Bonus 16
Mjolnir +14	Close, Damage 18 Crit. 18-20
Mjolnir +14	Ranged, Damage 18 Crit. 18-20
Lightning +14	Ranged Damage 16
Unarmed +14	Close Damage 16

DEFENSE

DODGE	16	**FORTITUDE**	15
PARRY	16	**TOUGHNESS**	14
WILL	13		

POWER POINTS

ABILITIES	142	**SKILLS**	29
POWERS	69	**DEFENSES**	15
ADVANTAGES	22	**TOTAL**	275

COMPLICATIONS

Power Loss: Without Mjolnir, Diana has her standard Complications.

SUPERWOMAN PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
16	14	10	8	14	2	4	6

POWERS

Gaze of Hyperion (Ranged Damage 14) • *28 points*
Magic Lasso (Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Acting Out Hidden Desires (One Degree, no other effects), Easily Removable (-24 points) • *40 points*
• **Quick Change:** Feature 1 (change into Superwoman as a free action) • *1 point*
Speed of Metis: Flight 11 (2000 MPH) • *22 points*
Strength of Atlas: Enhanced Strength 6, Limited to Lifting (Lifting Str22; 100,000 tons) • *6 points*

ADVANTAGES

Attractive 2, Benefit 5 (CSA member), Connected, Languages 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 6 (+16), Athletics 4 (+20), Deception 6 (+12), Expertise: Mythology 4 (+6), Journalism 4 (+6), Streetwise 4(+6), Insight 6 (+10), Intimidation 6 (+12), Investigation 6 (+8), Perception 8 (+12), Persuasion 4 (+10), Ranged Combat: Gaze 2 (+10), Ranged Combat: Lasso 2 (+10)

OFFENSE

INITIATIVE +2

Gaze +14	Ranged, Damage 14
Lasso +14	Ranged Move Object 16/Grab Bonus 16
Unarmed +11	Close Damage 19

DEFENSE

DODGE	16	**FORTITUDE**	14
PARRY	16	**TOUGHNESS**	14
WILL	16		

POWER POINTS

ABILITIES	148	**SKILLS**	31
POWERS	97	**DEFENSES**	20
ADVANTAGES	15	**TOTAL**	311

COMPLICATIONS

Relationships: Superwoman maintains a passionate but erratic romance with Owlman and a dysfunctional marriage to Ultraman.
Secret Identity: Lois Lane.
Quirk: Superwoman is a thrill seeker who will “try anything once.”

SUPERWOMAN

Though a physical duplicate of Wonder Woman/ Princess Diana, **Superwoman** is the Lois Lane of Anti-Earth, a notorious editor of the tabloid *Daily Planet*. Her history is as largely unrevealed, but her abilities suggest she is an Amazon. Though coerced into marriage by Ultraman, Superwoman loathes Lt. Clark Kent, frequently threatening to hang him with her magic lariat. She and Thomas Wayne, Jr. are lovers, in part to spite her husband. As Lois Lane, she uses her journalism skills to gather blackmail evidence and spread damaging rumors against her enemies. Her secret identity is known to Jimmy Olsen, a leering, simpering junior reporter known as “Superwoman’s Snitch”, in marked contrast to Superman’s brave “Pal “ in the positive universe.
Once, Superwoman was believed to have given birth to Ultraman’s child; this turned out to be a ploy by Brainiac to inhabit a cloned body generated from the couple’s DNA. She remains in a romantic triangle with her husband and Owlman.
Superwoman is a slave to her passions, alternately angry, greedy, lustful, or playful. She has few qualms about undercutting her teammates or trying to make nice with foes if circumstances turn against the Crime Syndicate. She plays the roles of femme fatale and fierce warrior princess equally well, as comfortable using her femininity as she is her battle skills to defeat foes. **(Str85/95)**

WONDER WOMAN (LYNDA CARTER) PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8/2*	8/3*	5	7	8	4	3	4

POWERS

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*
Magic Belt: Enhanced Strength 6, Enhanced Stamina 5 (Lifting Str8; 6 tons) Removable (-2 points) • *11 points*
Magic Lasso: Ranged Affliction 10 (Resisted by Will; Compelled), Limited to Telling the Truth (one degree, no other effects), Easily Removable (-24 points) • *20 points*

EQUIPMENT

VEHICLE: INVISIBLE PLANE • 31 POINTS
Huge; Str 20, Def –4, Tough 20; Concealment 2 (visual): Flight 11

ADVANTAGES

Animal Empathy, Attractive, Benefit (Wonder Woman), Equipment 7, Languages 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 6 (+10), Athletics 4 (+7/12), Expertise: Mythology 8 (+12), Insight 10 (+13), Intimidation 4 (+8), Investigation 6 (+9), Perception 8 (+7), Persuasion 6 (+12), Ranged Combat: Lasso 2 (+10), Vehicles 4 (+9)

OFFENSE

INITIATIVE +5

Lasso +10	Grab Bonus 10
Unarmed +10	Close Damage 10/2*

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	10	**TOUGHNESS**	8/3*
WILL	8		

POWER POINTS

ABILITIES	98/72*	**SKILLS**	27
POWERS	37	**DEFENSES**	14/19*
ADVANTAGES	15	**TOTAL**	183/172*

*Without Magic Belt

COMPLICATIONS

Power Loss: As Diana Prince, Wonder Woman has no powers and is simply an athletic and skilled woman. She also seems to be a bit of a sucker for chloroform.
Relationships: In both identities, she is close friends with Major Steve Trevor. She also partners with her little sister, Wonder Girl. On Paradise Island, She has contacts with her mother, Hippolyta and the Amazons.

TV SHOW

Wonder Woman was a popular show in the seventies, catapulting the actress in the title role – a buxom brunette beauty named Lynda Carter – into iconic stardom, forever to be associated with the role. The show is fairly light-hearted 70's fare – it never deteriorates to the burlesque level of the 60's Adam West Batman series, but is at least up there with Charlie's Angles. The first season is set in World War II, and begins with pilot, Major Steve Trevor, who crashes on Paradise Island, to be rescued by the Amazon Princess Diana. Queen Hippolyta (played by Cloris Leachman) initiates the contest among the Amazons over who will accompany Trevor back to 'man's world'. The matter is decided through a 'bullets and bracelets' ritual, which Princess Diana (competing in disguise after being forbidden to enter the contest by her mother), earning the right to become Wonder Woman. She is presented with a magic Lasso of Truth and a Belt of Strength (TV Amazons are of normal human strength), as well as invulnerable bracelets, and she joins Steve Trevor fighting the Nazi's (operating in secret under the identity of Yeoman Diana Prince. The series eventually faded as later episodes brought the series to modern times, with modern counterparts of the previous seasons' characters (such as Steve Trevor Jr.). **(Str7/30)**

WONDER WOMAN (WITCHBLADE) PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
16	14	10	8	14	4	5	4

POWERS

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*
Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Telling the Truth (one degree, no other effects), Easily Removable (-24 points) • *40 points*
• **Quick Change:** Feature 1 (change into Wonder Woman as a free action) • *1 point*
Speed of Hermes: Flight 11 (2000 MPH) • *22 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons) • *6 points*

ADVANTAGES

Animal Empathy, Attractive, Benefit (Ambassador of Themyscira), Equipment 7, Languages 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 6 (+18), Athletics 4 (+20), Expertise: Mythology 8 (+12), Insight 10 (+15), Intimidation 4 (+8), Investigation 6 (+10), Perception 8 (+12), Persuasion 6 (+10), Ranged Combat: Lasso 2 (+14), Vehicles 4 (+13)

OFFENSE

INITIATIVE +12

Arm blade +14	Close Damage 18
Energy Blast +14	Ranged, Damage 13
Lasso +14	Ranged Move Object 16/Grab Bonus 16
Tendril Whip +14	Close (Reach 2), Damage 18
Unarmed +14	Close Damage 16

DEFENSE

DODGE	16	**FORTITUDE**	14
PARRY	16	**TOUGHNESS**	14
WILL	13		

POWER POINTS

ABILITIES	150	**SKILLS**	29
POWERS	75	**DEFENSES**	12
ADVANTAGES	17	**TOTAL**	294

COMPLICATIONS

Power Loss: Without the Witchblade, Wonder Woman reverts back her normal stats (see primary entry) In her Diana Prince identity, Wonder Woman has no powers and the abilities of an ordinary (if athletic and skilled) woman. She has Str 2, Sta 3 and her Dex and Agl are 4.
Responsibility: Wielder of the Witchblade

THE WITCHBLADE

The Witchblade is a weapon of vast potential, and only women of indomitable will may wield it; the semi-sentient bladed gauntlet, raises Diana's abilities to the levels above, is nearly indestructible, and has the following powers:
The Witchblade Gauntlet: 92 points, Indestructible, Removable (-26 points) • *120 points*
• **Arm blade or Sword:** Strength-based Damage 2 • *2 points*
• **Energy Blast:** Ranged Damage 13 • 13 *points*
• **Evil Detection:** Senses 13 (Accurate, Ranged Detect Evil, Extended • *13 points*
• **Shape-changing:** Morph 4 (Limited to body armor, Impervious Toughness 4; may morph into bracelet) • *20 points*
• **Reality Manipulation**: Variable Power 13 • *91 points*
• **Tendril Whip:** Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*
• **Wall Crawling:** Movement 1 (Wall-Crawling 1) • *1 point*

THE WITCHBLADE

The Witchblade is a mysterious semi-sentient, living gauntlet that chooses one wielder in each generation for the purpose of battling evil. The blade bonds itself to the wearer and may manifest at the wielder's will. The Gauntlet is a powerful weapon whose full abilities have not yet manifested and may only be used by women of unmatched strength of mind, body and will – the blade is semi-sentient and has been known to overwhelm its host, and 'possess' them. **Str85/100/150/375)**

ARTEMIS

Artemis was born to the Bana-Migdhall tribe of Amazons. Even as a very young woman she protested her tribe's plan to go to war with the Amazons of Themyscira, a plan made under the influence of the sorceress Circe. After years of exile in a demon dimension as a result of Circe's machinations, the Amazons were returned home. Having seen a vision of Wonder Woman's death, Hippolyta declared a new contest for the role, and rigged it so Artemis would win. Artemis served as Wonder Woman and Themyscira's emissary until a conflict with the White Magician resulted in her death, as Hippolyta had foreseen.

Artemis fought her way out of hell to return to the world of the living, where she eventually became an ally of Princess Diana, and mentor and teacher to Cassie Sandsmark (Wonder Girl). She remains a high-ranking and influential Amazon and one of their greatest warriors. **(Str37/55)**.

ARTEMIS PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	8	8	8	13	0	2	3

POWERS

Immunity 1 (Aging), Senses 1 (Mystic Awareness) • *1 point*

EQUIPMENT

Bow and Arrows: Ranged Damage 3 • *3 points*
Knives: Strength-based Damage 2 • *2 points*
Sword: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, Power Attack, Ultimate Effort (Strength)

SKILLS

Acrobatics 4 (+12), Athletics 8 (+18), Expertise: Magic 4 (+4), Expertise: Tactics 8 (+8), Insight 4 (+6), Intimidation 8 (+11), Perception 6 (+8), Ranged Combat: Bows 4 (+12), Stealth 4 (+12), Treatment 2 (+2), Vehicles 2 (+8)

OFFENSE

INITIATIVE +8

Bow +13	Close Damage 13, Crit. 19-20
Knife +13	Close Damage 12, Crit. 19-20
Sword +13	Close Damage 13, Crit. 19-20
Unarmed +13	Close Damage 10

DEFENSE

DODGE	13	**FORTITUDE**	14
PARRY	13	**TOUGHNESS**	12/10*
WILL	11	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	104	**SKILLS**	27
POWERS	2	**DEFENSES**	18
ADVANTAGES	7	**TOTAL**	158

COMPLICATIONS

Amazon fury: Artemis is a trained warrior and directs her fury into combat. Sometimes her temper gets away from her.

MANTEL OF WONDER WOMAN

As Wonder Woman, Artiemis wielded the following items:
Gauntlet of Atlas: Enhanced Strength 4 • *4 points*
Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Telling the Truth (one degree, no other effects), Easily Removable (-24 points) • *40 points*
Sandals of Hermes: Flight 11 (4000 MPH) • *22 points*

HIPPOLYTA

The Queen of the Amazons was born, like her sisters, from the Womb of Gaea, bearing the souls of women who died violently at the hands of men. Unlike her sisters, **Hippolyta** was the only Amazon who was pregnant upon her mortal death.

Long after their departure from "Patriarch's World" and settlement on the island of Themyscira (see pages 203–204 of the *DC Adventures Hero's Handbook*), Hippolyta felt the calling of her unborn child's spirit. Going to the shore of Themyscira, she fashioned the image of an infant out of clay, which the gods quickened to life. She named her daughter Diana.

Hippolyta has always sought to protect her daughter. She initially opposed the idea of Diana leaving the safety of Themyscira to go to Patriarch's World until it was clear that it was the will of the gods that she do so. She likewise arranged for Artemis to take Diana's place as Wonder Woman when she had a vision of a future in which Wonder Woman would die.

Diana and her mother have had their differences, but they feel a deep and abiding love for each other. **(Str35/55)**

HIPPOLYTA PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	9	5	4	12	3	3	5

POWERS

Immunity 1 (Aging) • *1 point*

EQUIPMENT

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*
Sword: Strength-based Damage 3 • *3 points*

ADVANTAGES

Attractive, Benefit 4 (Queen of Themyscira), Defensive Attack, Defensive Roll 2, Languages

SKILLS

Acrobatics 6 (+11), Athletics 8 (+17), Expertise: History 10 (+13), Insight 8 (+11), Intimidation 4 (+9), Perception 5 (+8), Persuasion 7 (+12), Ranged Combat: Throwing 6 (+11), Vehicles 4 (+8)

OFFENSE

INITIATIVE +8

Sword +12	Close Damage 12, Crit. 19-20
Unarmed +12	Close Damage 9

DEFENSE

DODGE	12	**FORTITUDE**	12
PARRY	12	**TOUGHNESS**	9
WILL	12		

POWER POINTS

ABILITIES	100	**SKILLS**	29
POWERS	1	**DEFENSES**	19
ADVANTAGES	9	**TOTAL**	158

COMPLICATIONS

Enemy: Ares, Heracles
Responsibility: To Themyscira

MANTEL OF WONDER WOMAN

As Wonder Woman, Hippolyta wielded the following items:
Gauntlet of Atlas: Enhanced Strength 4 • *4 points*
Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Compelled), Limited to Telling the Truth (one degree, no other effects), Easily Removable (-24 points) • *40 points*
Sandals of Hermes: Flight 11 (4000 MPH) • *22 points*

TROIA PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
15	13	8	5	11	2	3	4

POWERS

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*

Lasso of Persuasion: Move Object 15 Linked to Ranged Affliction 15 (Resisted by Will; Dazed, Compelled, Controlled; Instant Recovery), Easily Removable (–18 points) • *27 points*

• **Perfect imitation:** Feature 1 (Perfectly imitate voices) • *1 point*

Soaring: Flight 9 (1,000 MPH) • *18 points*

Strength of the Titans: Enhanced Strength 4, Limited to Lifting (lifting Str 19; 12,000 tons) • *4 points*

ADVANTAGES

Attractive, Teamwork

SKILLS

Acrobatics 4 (+12), Athletics 4 (+19), Expertise: Mythology 6 (+8), Expertise: Photography 8 (+10), Insight 7 (+10), Perception 7 (+10), Persuasion 6 (+10), Ranged Combat: Lasso 6 (+11)

OFFENSE

INITIATIVE +8

Lasso +11	Ranged, Affliction 15, Resisted by Will (DC 25), Grab +15
Unarmed +11	Close Damage 15

DEFENSE

DODGE	13	**FORTITUDE**	13
PARRY	13	**TOUGHNESS**	13
WILL	13		

POWER POINTS

ABILITIES	122	**SKILLS**	24
POWERS	58	**DEFENSES**	17
ADVANTAGES	2	**TOTAL**	223

COMPLICATIONS

Amazon fury: Troy is a trained warrior and directs her fury into combat. Sometimes her temper gets away from her.

Difficult Past: Sometimes Donna's past is unclear even to her.

Multiversal Nexus: Troy is a bridge between different worlds, which often pulls her into the middle of important, world changing conflicts.

TROIA

"Who is Donna Troy?" is a tricky question, even for her. She was originally a magical duplicate of the young Princess Diana of Themyscira, created by the Amazon sorceress Magala as a playmate for Diana, the only child on the island. The villainess Dark Angel kidnapped Donna, and put her through a series of "reincarnations." Thus, Donna Troy was initially an orphan with no past but Amazon-like powers, who became the heroine Wonder Girl.

She joined the Teen Titans and eventually married college professor Terry Long. The two of them had a son, Robert. Both her husband and son were killed in a senseless car accident.

In another revealed life, Donna was "adopted" by the Titans of Myth, who empowered her, but also manipulated her. She lost her powers and became a Darkstar, but the organization was all but wiped out. And so each existence Donna experienced ended in tragedy.

Initially, everyone believed Dark Angel mistook Donna for Diana and was out for revenge against Hippolyta, as the two had clashed during the World War II. Donna eventually learned, however, that Dark Angel was another version of herself, from a prior multiverse. Saved from non-existence by the Anti-Monitor, she sought to destroy Donna to avoid merging with her, as all of her other parallel selves had done. Once Dark Angel was defeated, Donna became the sum total of her prior existence, a living bridge to the former multiverse. Troy has since encountered another Dark Angel in the new multiverse, though it remains unknown if this is the same Dark Angel or yet another unusual parallel. **(Str70)**

WONDER GIRL

Cassandra Sandsmark's mother, noted archeologist Dr. Helena Sandsmark, worked with Wonder Woman for a time in Gateway City. The young Cassie idolized Wonder Woman, and borrowed magical artifacts (the Gauntlet of Atlas and the Sandals of Hermes) to aid her on several occasions, disguising herself as "**Wonder Girl**."

Cassie later received a boon from Zeus and asked for powers of her own, which the Lord of Olympus granted. She eventually learned Zeus was her real father and that she was a demigod.

Wonder Girl joined Young Justice, and then a later incarnation of the Teen Titans. Her feelings for her teammate Superboy developed from a crush to a romantic relationship.

During her time with the Titans, Wonder Girl gained the attention of the war-god Ares, who gave her the magic lasso. She was also forced by circumstance to reveal her true identity to the world.

WONDER GIRL PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
14	10	8	4	7	1	2	3

POWERS

Amazon Bracelets: Impervious Toughness 8; Sustained, Removable (2 points) • *6 points*
Magic Lasso: Move Object 12, Ranged Damage 12 (lightning, Requires Grab), Easily Removable (–14 points) • *22 points*
Soaring: Flight 10 (2,000 MPH) • *20 points*
Strength of Zeus: Enhanced Strength 3, Limited to Lifting (Lifting Str 17**;** 3000 tons) • *3 points*

ADVANTAGES

Attractive, Defensive Roll 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 4 (+12), Athletics 4 (+18), Close Combat: Unarmed 3 (+10), Expertise: Mythology 4 (+5), Insight 5 (+7), Perception 5 (+7), Persuasion 5 (+8), Ranged Combat: Lasso 4 (+12)

OFFENSE

INITIATIVE +8

Lasso +12	Ranged, +12 Grab
Unarmed +10	Close Damage 14

DEFENSE

DODGE	12	**FORTITUDE**	12
PARRY	12	**TOUGHNESS**	12/10*
WILL	12	*Without Defensive Roll	

POWER POINTS

ABILITIES	98	**SKILLS**	17
POWERS	45	**DEFENSES**	21
ADVANTAGES	8	**TOTAL**	189

COMPLICATIONS

Relationship: Wonder Girl has a romantic relationship with Superboy.
Responsibility: Cassandra feels responsible for taking charge

Wonder Girl has changed from a hero-worshipping youngster into a serious and determined young woman. She has developed independence and leadership skills while retaining some of her carefree teenage qualities. Wonder Girl's "big sisters" are Donna Troy and Diana Prince (Wonder Woman).

Cassie is also good friends with the members of the Teen Titans, particularly those who were also members with her of Young Justice. **(Str55)**

X-MEN

The **X-Men** are a team of mutant heroes founded, funded and guided by the mutant telepath Charles Xavier. It was Professor X's original intent to train young mutants in the use of their powers so that they could help themselves and the world at large.

However, as he was starting the School for Gifted youngsters, criminal mutants began appearing, some organized in teams such as the Brother hood of Evil Mutants. The intent of Xavier's school soon evolved and included efforts to show the world that all mutants were not evil and should not be feared. Xavier's dream is that humans and mutants may someday be able to live together in peace, and it is his dream that remains the main focus of the team.

The original X-Men were Xavier's first students, trained as heroes under the code-names of Angel, Beast, Cyclops, Iceman, and Marvel Girl. At one time, when it appeared that Xavier had die, the team drifted apart, but its members were reunited by the threat of the first Sentinels and the arrival of Havok, Cyclops's brother. When Xavier's death was shown to be a hoax, the X-Men were back in business.

The first major expansion to the X-Men's membership occurred when Xavier created a new team to help find the missing original X-Men. Banshee, Colossus, Nightcrawler, Storm, Sunfire, Thunderbird, and Wolverine saved the original X-Men, and a new team – with a somewhat fluid lineup – was born.

As the X-Men changed, so did their foes. The original Brotherhood of Evil Mutants gave way to a second Brotherhood (later called Freedom Force). The Inner Circle of the Hellfire Club emerged as a mutant-dominated threat against freedom in the world. From deep beneath the sewers of New York City, a kingdom of mutant outcasts called the Morlocks rose to the surface, menacing normal people and eventually clashing wit the X-Men. The ever-increasing fear among the public of the 'mutant menace' prompted some factions of the government to establish a mutant-control organization, Project Wideawake, to attack or confine mutants.

Meanwhile, the X-Men continued to change. Kitty Pryde (later called Shadowcat) was recruited as Xavier and Emma Frost, the White Queen of Hellfire Club's Inner Circle, began competing for students. Rogue, a onetime member of the Brotherhood of Evil Mutants, came to Xavier seeking help in controlling her powers. Storm went through a traumatic time, but eventually emerged as the leader of the team. From a dark alternate future ruled by the Sentinels, Rachel Summers, a vessel of the Phoenix force and the daughter of the Cyclops and Marvel Girl of her realty, fled to the present of Marvel Earth and joined the team.

Professor Xavier gradually ceased being an active part of the X-Men, first turning his attention to a new group of students, but ultimately leaving Earth for a life among the stars with his alien lover Lilandra, Empress of the Shi'ar Galaxy.

The professor chose his former enemy Magneto as his successor, and for a time this mutant supremacist tried his level best to bring Xavier's dream to pass. However, violent clashes with the Hellfire Club, the time-traveler Trevor Fitzroy, and the alpha mutant Apocalypse soon forced another transition in the X-Men and Magneto returned to his villainous ways.

BASE: NEW YORK CITY, NEW YORK
FOUNDING MEMBERS: ANGEL, BEAST, CYCLOPS, ICEMAN, JEAN GREY, PROFESSOR X
BEST-KNOWN MEMBERS: COLOSSUS, FORGE, GAMBIT, JUBILEE, NIGHTCRAWLER, POLARIS, ROGUE, SHADOW-CAT, STORM, STRONG GUY, WHITE, QUEEN, WOLVERINE
HEADQUARTERS: PROFESSOR XAVIER'S SCHOOL FOR GIFTED YOUNGSTERS
VEHICLES: BLACKBIRD JET

This phase in X-Men history culminated with the apparent death of most members in battle against the mystical Adversary. Soon after, Excalibur rose from the ashes of the X-Men; it's founding members were Shadowcat, Nightcrawler, and Rachel Summers, the only apparent survivors.

Xavier eventually returned to Earth and the reported demise of the X-Men was revealed to be untrue. For a time the X-Men were split into two teams, X-Men Blue and X-Men-Gold, to maximize their effectiveness against menaces like the alien invaders known as the Phalanx and Apocalypse's growing agenda of worldwide chaos. Even old foes such as Emma Frost emerged as allies during this dark time.

Recently, the X-Men have faced their greatest threats so far. First while trying to purge the evil from Magneto's mind, Professor Xavier lost control of his powers and transformed into the evil being known as Onslaught. Xavier almost destroyed the world and it was only the assembled might of all the Earth's heroes that stopped him. Then even as they were recovering from these shocking events, the X-Men and the rest of the mutantkind were subjected to the genocidal agenda of Bastion, who briefly managed to secure international sanction to exterminated mutants under the banner of Operation: Zero Tolerance. Bastion seized any of the X-Men's resources as part of the efforts, and the team is still rebuilding.

Though hated and feared by those they are sworn to protect, hunted by numerous enemies, and in constant personal turmoil, the X-Men are still the premier mutant hero team in the Marvel Universe. They continue to be guided by Professor Xavier's dream of a better tomorrow for humans and mutants alike. The team continues to operate from the Xavier Estate with the Xavier Institute for Higher Learning serving as its headquarters.

COLOSSUS

When the original X-Men mysteriously disappeared, Professor X recruited several mutants find them. This new team included Nightcrawler, Storm, Wolverine, and a young Russian named Peter Rasputin. Peter had grown up on a Soviet collective farm and used his powers to aid the group. Once the original X-Men had been located, however, Peter decided to stay in the United States and serve with them.

Colossus' steel body and strength hide a gentle soul. Despite his fighting ability, Peter was once the X-Men most dedicated to Professor Xavier's peaceful dream of mutant/human coexistence. His ideals were shattered by violent events, including his own death and resurrection in battle against the Adversary, the apparent death of his sister, Illyana Rasputin (the New Mutant code-named Magik), and the murder of his parents. He left the X-Men and joined Magneto and his Acolytes for a while, turning to Magneto's stance of a more 'aggressive defense' for mutantkind. Colossus eventually left the Acolytes when they proved to be more interested in violence and domination than an accord with humankind.

Colossus joined Excalibur and has renewed his dedication to peaceful solutions with the aid of longtime friends, Nightcrawler and Shadowcat. He recently returned to the X-Men with the two of them. **(Str70)**

COLOSSUS	PL12 151 POINTS
Abil: **Str** 15 **Sta** 13 **Agi** 1 **Dex** 1 **Fgt** 5 **Int** 1 **Awe** 0 **Pre** 2	
Powers: **Armored Form:** Enhanced Strength 11, Enhanced Strength 3, Limited to Lifting (Lifting STR 18 6,000 tons), Enhanced Stamina 8, Immunity 6 (Cold, Heat, Radiation, Suffocation Effects), Impervious Toughness 12, Activation (Move Action)	
Advantages: All-Out Attack, Improved Hold, Improved Initiative, Power Attack, Teamwork	
Skills: Close Combat: Unarmed 3 (+8), Expertise: Aircraft 1 (+2), Expertise: Art 1 (+2), Intimidation 6 (+8), Perception 4 (+4), Ranged Combat: Throwing 7 (+8), Vehicles 3 (+4)	
Offense: Initiative +4, Throw +8, Ranged 15, Unarmed +8, Close, Damage 15	

Defense: Dodge 9, Parry 9, Fortitude 12, Will 5, Toughness 13

Totals: Abilities 76 + Powers 40 + Advantages 5 + Skills 13 + Defenses 17 = 151

Complications: **Mutant:** As a mutant, Colossus has experienced his share of anti-mutant hatred and bigotry. **Power Loss: In** 'Human form, Colossus loses his powers and his Str and Sta are reduced to 3 **Relationships:** Colossus's primary relationships are with the X-Men, and Kitty Pride in particular

CYCLOPS

Scott and his younger brother Alex (Havok) were separated from their parents when an alien spacecraft attacked the family's private plane. The boys were pushed out of the plane with a parachute and fell to the ground where they were found and taken to an orphanage. Alex was adopted but Scott grew up in the orphanage. The villain known as Sinister has hinted that he had much to do with shaping Scott's early life, although he has yet to reveal more than a few details.

After Scott's mutant power manifested, he was contacted by Professor X and became the first X-Man. Sine then, **Cyclops** had devoted his life to Professor Xavier's dream. He has served as the leader of several X-Teams, co-founding the first X-Factor team, along with the rest of Xavier's original students. Cyclops believes it his duty to lead the X-Men toward the goal of the true mutant-human peace. He is a great strategist, tactician, and leader.
Scott eventually married his longtime love, Jean Gray (Phoenix)… but that's a whole other story. **(Str6)**

CYCLOPS — PL10 163 POINTS

Abilities: **Str** 1 **Sta** 3 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 2 **Awe** 4 **Pre** 2

Powers: **Optic Blast:** Ranged Damage 11, **Visor:** Easily Removable (-14 points), **AE: Optic Blast Control:** Feature (Optic Blast Sustained), **AE: Controlled Focus:** Ranged Damage 11, **AE: Pressor Beam:** Move Object 3, Damaging, Limited Direction, **AE: Ricochet**: Ranged Damage 11, Multiattack 9, Ricochet 8

Advantages: Improved Critical (Unarmed), Improved Defense, Improved Hold, Improved Trip, Inspire, Leadership, Languages 2 (Japanese, Russian), Second Chance (Mental Control), Teamwork

Skills: Athletics 2 (+3), Expertise: Aircraft 2 (+4), Expertise: Spatial Geometry 8 (+10), Insight 2 (+6), Perception 2 (+6), Persuasion 2 (+4), Ranged Combat: Optic Blasts 6 (+9), Vehicles 2 (+6)

Offense: Initiative +3, Optic Blast +9, Ranged, Damage 11, Unarmed +5, Close, Damage 1

Defense: Dodge 8, Parry 8, Fortitude 6, Will 8, Toughness 3

Totals: Abilities 46 + Powers 85 + Advantages 10 + Skills 13 + Defenses 9 = 163

Complications: **Relationships**: Scott tends to be married to Jean Gray whenever she's alive. He is close with all the original X-Men, as well as the White Queen. Uncontrolled Power: Cyclops beams are always on. Without his Ruby Sunglasses, he must shut his eyes or they will emit a continuous, full-strength beam.

JEAN GREY

After several years of working with Professor Xavier to control her telekinetic abilities, Jean became the fifth member of the original X-Men, adopting the codename, Marvel Girl. She soon learned to use her telepathic powers as well.
Jean and the X-Men flew a shuttle during a solar radiation storm, but the pilot's cabin was unshielded against the deadly rays. Only Jean could both fly the shuttle and shield it from radiation, but the storm overpowered her. Somehow, the cosmic entity called the Phoenix Force saved Jean's life and took on her form. For an extended period, the Phoenix force actually took

Jean's place among the X-Men, while unbeknownst to anyone, Jean's body lay cocooned at the bottom of Jamaica Bay.

The tragedy that gripped the X-men is now legendary. The Phoenix Force transformed in the powerful Dark Phoenix entity, which destroyed a populated planet, prompting the spacefaring Shi'ar to condemn what they thought to be Jean. Operating with Jean's personality and mind, the Phoenix committed suicide.

Then the real Jean emerged from the cocoon. After her return, she joined X-Factor, then once again became an X-Man. She and Cyclops married and retired from adventuring.

Unfortunately, the Phoenix Force was not done with Jean, remerging on numerous subsequent occasions, threatening the universe more than once, and costing Jean her life more than once. (See **Phoenix**) **(Str4)**

JEAN GREY — PL9 193 POINTS

Abilities: **Str** -1 **Sta** 1 **Agi** 3 **Dex** 4 **Fgt** 2 **Int** 2 **Awe** 2 **Pre** 3

Powers: **Mental Awareness:** Senses 10 (Mental Sense, Radius), **Telekinesis:** Move Object 10, Accurate 4, **Telekinetic Field:** Protection 10, Impervious, Sustained, **Telekinetic Levitation:** Flight 5 (30 MPH), **Telepathy:** *22–point Array*, **AE:** Mind Reading 11 Linked to Area Mental Communication 2, **AE: Telepathic Illusion:** Illusion 10 (all senses), Resisted by Will, Selective, **AE: Mental Blast:** Perception Range Damage 10, Resisted by Will

Advantages: Assessment, Attractive, Improved Initiative, Languages (Sign Language), Power Attack, Leadership, Ranged Attack 3, Teamwork, Trance, Power Attack, Ultimate Effort (Powers)

Skills: Insight 8 (+13), Perception 6 (+9), Persuasion 8 (18), Ranged Combat: Telekinesis 4 (+7), Treatment 4 (+7), Vehicles 8 (+11)

Offense: Initiative +4, Mental Blast +7, Ranged Damage 10

Defense: Dodge 8, Parry 8, Fortitude 2, Will 11, Toughness 1

Totals: Abilities 46 + Powers 98 + Advantages 13 + Skills 19 + Defenses 17 = 193

Complications: **Relationships:** Jean Grey's primary relationships are with her husband, Scott Summers (Cyclops), Wolverine and the X-Men.

PROFESSOR X

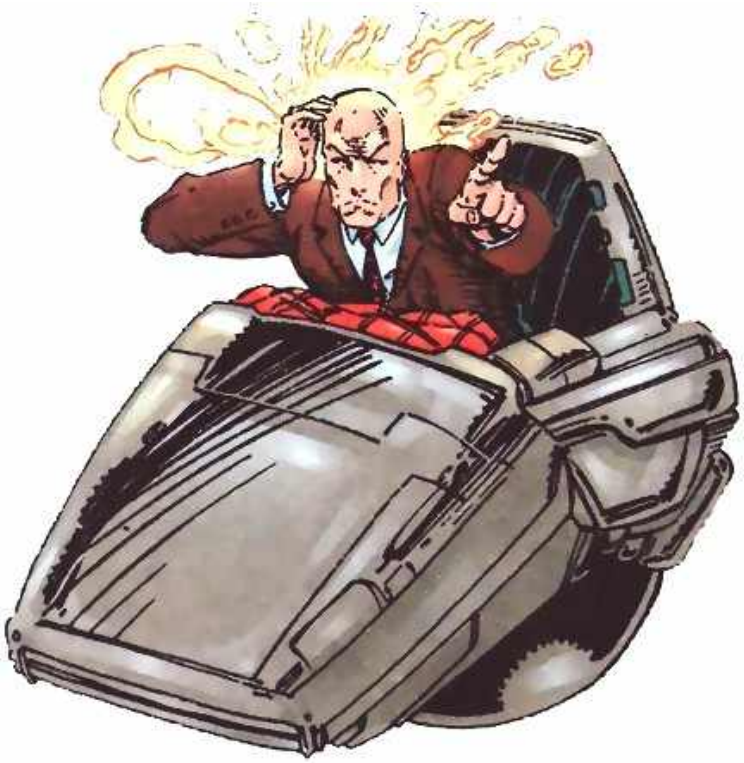
Charles Xavier was born with vast mental powers that he learned to control fully only after many years. His interest in his mutant powers led him to study biology and genetics, eventually earning him several degrees in various related fields. He soon became the world's most renowned expert on genetic mutation.

Experience led Charles to two conclusions: that mutants must be trained to control their powers if they are ever to be accepted, and that mutants who use their powers for evil must be stopped.

To accomplish both goals, Charles established a school and recruited five young mutants, who became the original X-Men. He has since taken in many other students as well and is the father of all the X-Teams as well as the inspiration for mutant equality, even among his most bitter rivals, like Magneto.

Professor X's primary opponent over the years, has, in fact, been Magneto – who once shared a similar dream to Charles himself, but whose brutal life had taught him that acceptance could only come through mutant dominance, putting him forever at odds with his former friend.

Professor Xavier and Magneto together represent the conflicting dreams and are the leaders of the two polarized and warring mutant factions. **(Str5)**



PROFESSOR X — PL12 201 POINTS

Abilities: Str 0 **Sta** 3 **Agi** 0 **Dex** 2 **Fgt** 0 **Int** 8 **Awe** 11 **Pre** 12

Powers: Astral Body: Remote Sensing 23 (visual, auditory, mental), Defenseless, Subtle 1, **Telepathy:** 30–*point Array,* **AE: Alter Thoughts:** Perception Ranged Affliction 15 (Resisted by Will; Dazed, Stunned, Transformed), Progressive, Continuous, **AE: Mental Blast** 15, **AE:** Telepathic Communication: Area Mental Communication 4, Selective, **AE: Mental Invisibility:** Concealment 10, Resistible by Will, **AE: Mental Probe:** Mind Reading 15, Cumulative, Subtle, **AE: Mind Control:** Mind Control 15, **Mutant Detection:** Senses 15 (Detect Mutant, Acute, Analytical, Extended, Radius, Ranged), **Psionic Detection:** Senses 15 (Mental Awareness, Acute, Analytical, Extended, Radius), **Psi-Screen:** Immunity 10 (Mental Effects), Sustained, Telekinesis: Move Object 2, Close

Equipment: Hoverchair: Flight 5, Removable

Advantages: Equipment 2, Improved Initiative, Inventor

Skills: Expertise: Electronics 2 (+10), Expertise: Engineering 2 (+10), Expertise: Genetics 2 (+10), Persuasion 4 (+16), Technology 3 (+11)

Offense: Initiative +4, Alter Thoughts, Perception Ranged, Affliction 15, Mental Blast, Perception Ranged, Damage 15 (Resisted by Will), Mind Control, Perception Ranged, Mind Control 15

Defense: Dodge 1, Parry 3, Fortitude 4, Will 11, Tough 3

Totals: Abilities 48 + Powers 107 + Advantages 13 + Skills 19 + Defenses 16 = 201

Complications: Disability: paralyzed, uses wheelchair or 'Hover-Chair'

ROGUE

Not much is known about Rogue's early life, save that her powers quickly taught her that she cold not touch anyone without absorbing their memories. At some point, she was found by Mystique, who took her under her wing and made her a member of the Brotherhood of Evil Mutants.

During a battle with the original Ms. Marvel, Rogue permanently absorbed Danvers' powers and memories. Still uncontrolled in her powers and unable to tell which were her memories and which belonged to Danvers, Rogue begged Professor X for help. He admitted her to the X-Men and she has been a loyal, brave, and valuable team member ever since. Rogue has received a great deal of emotional support from the X-Men, which helps her to deal with her inability to master her power. The recent departure of Gambit from the team shortly after Rogue absorbed some of his memories has disturbed her, and her control over her powers has regressed a bit.

In a fight, Rogue is cocky and aggressive. The strength, invulnerability, and flight she absorbed from Ms Marvel put her at the forefront of any battle. She usually is reluctant to steal anyone's powers, given the emotional toll it takes on her and the lingering fear that she might absorb someone else's psyche permanently.

(Str5/48)

ROGUE PL9 247 POINTS

Abilities: Str 11 **Sta** 8 **Agi** 2 **Dex** 2 **Fgt** 4 **Int** 1 **Awe** 2 **Pre** 1

Powers: Flight: Flight 7 (240 MPH), **Invulnerability**, Impervious Toughness 9, **Power Absorption**: Affliction 15 (Resisted by Fortitude, Dazed, Stunned, Incapacitated), Progressive, Sustained, Sense-Dependent (Touch), Mind Reading 15, Cumulative, Effortless, Close, Sense-Dependent (Touch), Variable 15 (Absorbing Traits), Sense-Dependent (Touch)

Advantages: Attractive, All-out Attack, Defensive Attack, Distract (Intimidation), Improved Hold, Power Attack, Ranged Attack, Teamwork

Skills: Acrobatics 8 (+10), Athletics 2 (+13), Close Combat: Unarmed 2 (+7), Deception 4 (+6), Expertise: Journalism 6 (+7), Expertise: Military 7 (+8), Insight 3 (+5), Intimidation 6 (+7), Investigation 5 (+7), Language 2 (French, Russian, French, Japanese, Shi'ar [Imperial and Common]), native: English), Perception 3 (+6), Persuasion 4 (+7), (+9), Stealth 5 (+7), Treatment 3 (+4), Vehicles 7 (+9)

Offense: Initiative +2, Power Absorption, Close, Affliction 15, Unarmed +7, Close Damage 11

Defense: Dodge 6, Parry 6, Fort 10, Will 5, Toughness 8

Totals: Abilities 66 + Powers 143 + Advantages 8 + Skills 21 + Defenses 9 = 247

Complications: Don't Touch: Rogue's power is involuntary, absorbing traits of anyone she makes skin-to-skin contact with, and at least once, the absorption was permanent (when she absorbed Ms. Marvel's powers and personality). Because the target's personality is also absorbed, Rogue must make a WILL check or the absorbed personality becomes dominant. **Power Loss:** Rogue's superhuman physical abilities (aside from Power Absorption), are actually Ms. Marvel's powers. If she were to lose these abilities, Rogues natural physical stats are STR 0, STA 2, AGI 2, DEX 2, FGT 2, and TOU 1, with no Flight or Invulnerability. She also loses the Close Combat, Journalism and Military Expertise, and Treatment Skills. **Relationships:** Rogue has contacts with the X-Teams, particularly Wolverine, and is the daughter of the mutant villain, Mystique.

STORM

The daughter of an African princess and an American photojournalist, Ororo spent her early years in Cairo. A bomb destroyed their house, killing her parents and leaving Ororo trapped in the wreckage. That experience left her with a lingering fear of enclosed spaces. Shortly thereafter, Ororo was taken in by a master thief and quickly became the best child pickpocket in Cairo.

Ororo eventually traveled south as her weather control powers began to emerge. She spent years on the Serengeti Plain, worshipped as a goddess by the tribes. There, Professor X found Ororo and convinced her to join the new X-Men. Storm has undergone many changes in her years with the X-men. She has shared leadership of the team with Cyclops, having shown hertalents for tactics. Storm never summons her powers casually. Since every use of her weather control ability affects extant local weather patterns, she pays close attention to the possible effects such manipulation might cause. (this distinguishes her from Thor, whose ability to summon weather is magical and does not affect weather elsewhere.) That said, Storm does not hesitate to unleash the full potential of her power against her foes. When she summons the full power at her command, it is easy to see why she was regarded as a goddess on her native continent.

Storm eventually married T'challa – the Black Panther and King of Wakanda, and has left the X-Men to be his Queen. The two still travel to New York to regularly work with the Fantastic Four, and Storm remains a staunch ally of the X-Men in time of need. **(Str5)**

STORM — PL9 199 POINTS

Abilities: **Str** 0 **Sta** 4 **Agi** 4 **Dex** 4 **Fgt** 5 **Int** 2 **Awe** 2 **Pre** 1

Powers: Weather Mastery: 22–*point Array,* **AE: Weather Control:** Environment 11 (Cold 2, Heat 2, Impede Movement 2, Visibility 2), Selective, **AE: Calming the Storm:** Burst Area Nullify Weather Effects 9, Simultaneous, Effortless, **AE: Lightning Bolt:** Ranged Damage 11, **AE: Wind:** Element Control (Air) 9, **AE: Weather Prediction**: Enhanced Perception 8 Linked to Senses 4 (Precognition), Limited to predicting weather up to three days, **Resistance to Weather:** Immunity 10 (Weather effects), Half Effect, **Flight:** Flight 6, Alternate Effect (Burst Area Flight 4, Affects Others, Distracting)

Advantages: Attractive, Favored Environment (Air), Improved Critical (Unarmed), Inspire, Leadership, Languages 2 (Kenyan, Russian), Teamwork

Skills: Acrobatics 3 (+7), Athletics 3 (+3), Close Combat: Knife 2 (+7), Expertise: Thief 1 (+3), Insight 3 (+5), Perception 4 (+5), Persuasion 1 (+2), Ranged Combat: Pistol 3 (+7), Sleight of Hand 3 (+7), Technology 1 (+3)

Offense: Initiative +4, Lightning Bolt +6, Ranged, Damage 11, Unarmed +5, Close, Damage 0, Wind, Perception, Ranged 9

Defense: Dodge 7, Parry 7, Fortitude 7, Will 8, Toughness 4

Totals: Abilities 44 + Powers 121 + Advantages 8 + Skills 12 + Defenses 14 = 199

Complications: Goddess: Storm is considered an African tribal goddess. **Mutant:** As a mutant, Ororo has experienced a lifetime of anti-mutant hatred and bigotry. Relationships: Storm is the wife the Black Panther and has assumed the role of Queen in the country of Wakanda. Ororo is also close with the X-Men – particularly the veterans, Cyclops, Jean Gray, Professor X, Kitty Pride, and especially Wolverine.

WHITE QUEEN

Emma Frost comes from an old-money Boston family. Her parents committed the teenager when she heard voices in her head. She used her powers to kill abusive orderlies – and maybe even her parents. Emma parlayed her family fortune into great wealth, becoming chief stockholder and chairperson of Frost International, a multi-billion dollar conglomerate. She then took over a Massachusetts private school, creating her version of Xavier's Institute of Higher Learning.

Emma's beauty and talents brought her to the attention of the Hellfire Club. She was admitted to the Council of Chosen, a secret cabal which conspired to achieve world domination. She and the Black King seized control of the Council and renamed it the Inner Circle. This elite group soon became a secret body of mutant power-mongers.

At her school, Emma began to train young mutants. She viewed her young Hellions as her trump card should her power in the Hellfire Club ever be challenged. Although Xavier and Emma initially viewed each other as enemies, their students started to form friendships, and the enemies became allies.

Emma's life and school nearly collapsed when struggles within the Inner Circle claimed the lives of the Hellions. When the alien Phalanx attacked, she stood with the X-Men who accepted her as a hero.

She renamed her school the Xavier School for Gifted Youngsters and she begin to train X-teams there. She has also began a relationship with Cyclops – a situation which created turmoil upon the resurrection of Jean Grey and the Phoenix. **(Str3/30)**

WHITE QUEEN PL11 169 200 POINTS

Abil: Str 0/8 **Sta** 0 **Agi** 1 **Dex** 2 **Fgt** 1 **Int** 3 **Awe** 11 **Pre** 4

Powers: Diamond Form: Feature 1 (Transform instantly from human to diamond), Enhanced Stamina 10, Enhanced Strength 8 (Lifting STR8; 6 tons), Protection 9, Impervious Toughness 9, **Telepathy:** 24*–point Array,* **AE: Psionic Bolts:** Mental Blast 11, **AE: Mental Probe:** Mind Reading 13, Cumulative, Subtle, **AE: Project Images:** Visual Illusion 10, Selective, Resistible by Will, **AE: Psionic Control:** Nullify Psionics 11, Broad, Simultaneous, Sustained, **AE: Sedation:** Perception Ranged Affliction 12 (Resisted by Will; Fatigued, Exhausted, Asleep), Cumulative, Sustained, Limited to unconscious targets, **AE: Telepathic Contact:** Area Mental Communication 3, Selective, **AE: Astral Sense:** Enhanced Perception 3 Linked to Senses 1 (Astral Awareness), **AE: Psionic Rapport:** Mind Reading 12, Sensory Link, Limited to Emotions, Limited to Surface Thoughts, Limited to willing subject, **AE: Pain:** Affliction 12 (Resisted by Will; Dazed, Stunned), Limited Degree, **Mental Sense:** Senses 7 (Mental Awareness, Extended 6, Radius), **Psi-Screen:** Immunity 10 (Mental Effects), Half Effect

Advantages: Attractive, Benefit 3 (millionaire) Connected

Skills: Expertise: Business 3 (+9), Expertise: Education 3 (+9), Expertise: Electronics 3 (+9), Insight 4 (+15), Intimidation 2 (+6), Investigation 6 (+7), Perception 7 (+11), Persuasion 4 (+4), Technology 3 (+9)

Offense: Initiative +3, Psionic Bolt, Perception Ranged, Mental Blast 11, Unarmed +1, Close, Damage 0/8

Defense: Dodge 3, Parry 3, Fortitude 0/10*, Will 12, Toughness 1/10* *In diamond form

Totals: Abilities 38/80 + Powers 101 + Advantages 5 + Skills 17 + Defenses 5 = 169/200

Good Girl/Bad Girl: While Emma might not be bone-deep evil, and has recently dallied more with the good side than the bad, she maintains all the qualities of the villainess, she is an arrogant, elitist, manipulative sex-pot. **Relationship:** Emma has a love interest in Scott Summers (Cyclops), and has taken on a mentor relationship with a number of younger mutants, such as the Stepford Cuckoos. In the past she was involved with Sebastian Shaw (The Black King), although her betrayal of the Hellions has left this contact frayed, or possibly an enemy status. **Right to Privacy:** Emma's one incorruptible belief is that everyone has a right to privacy, particularly in their mind.

OTHER MEMBERS

Almost every mutant in the Marvel Universe has been affiliated with the X-Men from time to time, even villains, including Magneto and the Juggernaut.

Nightcrawler: Kurt Wagner - a kind, gentle, albeit demonic-looking mutant. The son of Mystique with teleportation powers, and heightened agility, and prehensile tail.

Shadowcat: Kitty Pryde – the kid-sister of the group with phasing power. Colossus' love interest.

YUGA KAHN

Yuga Khan was the most powerful New God and the ruler of Apokolips for a long time. Yuga Khan was the former patriarch of Apokolips and its first ruler, whose misguided attempt to unravel the unknowable mystery of the Source left him a helpless captive for countless thousands of years. Yuga Khan's wife Heggra later died by the machinations of their son Uxas, known more prominently by the name Darkseid, who took control of Apokolips, gaining the throne for himself in the process.

In the Promethean Galaxy, Yuga Khan broke his bonds, and consumed the planet Velos. His return to living existence constituted a greater threat to life than even his son Darkseid. Khan next destroyed a Thanagarian probe station, which attracted the attention of Lar Gand, who managed to save the lives of a few Thanagarians. After draining another world and gaining more strength, Khan came to Apokolips.

For the first time in his life, Darkseid knew fear, despite his bravado of claiming Khan was the past and he was the future. Khan restrained him and sarcastically asked if he was going to hug his father. Khan reclaimed his rulership over Apokolips, making life twice as hard on the populace. Desaad pledged his loyalty to him, telling him his service to Darkseid had been a lie. Khan reminded him that he'd poisoned his beloved wife Heggra and disintegrated him there.

Khan cut off the Source, rendering Boom Tubes and Mother Box inoperative. He would continue his quest to find the nature of the Source, no matter the casualties. Commander Gideon launched an invasion of Apokolips,but Khan devastated all of his New Genesis soldiers and killed Gideon.

Yuga Khan once again turned his attention to the Source Wall, where Highfather tried to stop him, warning him of the limits of godhood. Khan ignored him, subsequently transforming his body into primal energy so he could enter the Source. His second attempt was no more successful than his first, he was once again imprisoned in the Promethean Galaxy. **(Str98)**

PERSONALITY

Yuga Kahn is undoubtedly the most fearsome and awe-inspiring of the New Gods. It was his reign that turned the planet Apokolips into smoldering ruins. His greed and impudence grew as he sought out The Source – a search that, if completed, would lead to the eventual destruction of the universe.

Yuga Kahn's might dwarfs the other New Gods, even Darkseid, and all seem to fear his horrifying wrath and insatiable desire for power. However, his judgment is often directed by his single-minded drive towards the Source, and a raging arrogance that leads him to his own ruin.

REAL NAME: YUGA KAHN
OCCUPATION: TYRANT AND CONQUEROR
BASE: APOKOLIPS
AFFILIATION: NONE
HEIGHT: 8'
WEIGHT: 550 LBS
EYES: RED
HAIR: BLACK

POWERS AND ABILITIES

Yuga Kahn has all of the powers and abilities of his son, Darkseid, and more. He may warp space, manipulate matter and energy, and travel across dimensions. He can crate tremendous blasts of energy, that are capable of destroying entire planets. He may also feed on the life-energy of planets, leaving them smoldering husks. Yuga Khan can fly, unprotected in open space, and is nearly invulnerable to most physical harm. He also has formidable mental defenses and is amazingly Intelligent, although he is less cunning than his son, Darkseid. Because of his power, he tends to act straight-forwardly rather than through complex plans.

YUGA KAHN PL19

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	18	2	3	12	12	15	15

POWERS

Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 15 • *26 points*
Omega Force: Array (*82 points*)
• **Destruction:** Ranged Damage 28, Dimensional 3, Homing 12, Reversible • *71 points*
• **Pain:** Ranged Affliction 28 (Resisted by Fortitude; Dazed, Stunned), Concentration, Dimensional 3, Homing 12, *Reversible, Limited to Two Degrees • 1 point*
• **Transportation:** Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible •*1 point*

ADVANTAGES

Benefit 10 (New-God), Fearless, Power Attack, Takedown

SKILLS

Close Combat: Unarmed 2 (+16), Deception 8 (+20), Insight 8 (+20), Intimidation 14 (+29), Perception 4 (+16), Ranged Combat: Omega Beams 8 (+10), Technology 4 (+16)

OFFENSE

INITIATIVE +2

Omega Beams +11	Ranged, Damage 28 plus others
Unarmed +14	Close Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	18
PARRY	16	**TOUGHNESS**	18
WILL	20		

POWER POINTS

ABILITIES	182	**SKILLS**	24
POWERS	103	**DEFENSES**	20
ADVANTAGES	13	**TOTAL**	342

COMPLICATIONS

Arrogance: Yuga Kahn is supremely arrogant and confident in his position as a god.
Obsession: With discovering the Anti-Life Equation and extinguishing free will throughout the cosmos.

THE OMEGA EFFECT

Yuga Kahn's greatest weapon is "the Omega Effect," which he can project as beams of energy from his eyes. The Omega Effect is capable of seeking out targets at great distances and homing in on them. Popular belief says they are unavoidable although particularly fast, agile, or cunning targets have managed it.
The Omega Effect can destroy or transport targets at Yuga Kahn's will, although it is difficult to tell at a glance which effect has occurred. Yuga Kahn can use the Omega Effect to seek out and summon certain beings into his presence or to banish them. All consequences of the Omega Effect are Reversible as well, including the ordinarily deadly ones, meaning Yuga Kahn can (and does) disintegrate underlings who displease him, only to restore them some time later when he has further need of them.
At lower levels, Yuga Kahn can use his Omega Effect merely to cause excruciating pain to torment and punish those who displease him, rather than giving them the relative mercy of immediate destruction.
NOTE: Yuga Kahn is extremely powerful but not normally considered an 'X-Level' Character – just a tougher version of Darkseid – but if the GM withes to present him at that level, Yuga Kahn is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

ZATANNA

Zatanna is the daughter of the stage magician Giovanni (John) Zatara and Sindella, a sorceress of the *Homo magi* offshoot of humanity. She is a direct descendant of Leonardo da Vinci and related to many of the great magicians of history. Raised by her father after her mother's disappearance, Zatanna learned from him the craft of stage magic, becoming a capable illusionist. She also befriended the young Bruce Wayne, who studied stage magic and escapology with her father in his years of training to become Batman.

Zatanna eventually awakened to her inherited mystic potential. She learned to cast spells by speaking incantations backwards, like her father. She initially used her powers to investigate her father's disappearance. This brought her into contact with several heroes, including Batman and Robin, Hawkman and Hawkwoman, the Atom, Elongated Man and Green Lantern. After assisting the Justice League on several cases, Zatanna joined the team as a full member.

During her time with the League, Zatanna used her magic on several occasions to erase the memories of criminals with dangerous knowledge about the team and its members, particularly their civilian identities. This eventually led to a confrontation with Batman, and Zatanna erased his memory of the incident, a choice that nearly destroyed their friendship.

Zatanna has suffered a number of personal tragedies, including the death of her father, who sacrificed himself to save Zatanna's life from the demonic Great Beast. His soul was trapped in Hell, and later Zatanna had to consign it to the oblivion of the abyss rather than allow the forces of Hell to use Zatara's soul as a resource. She suffered a loss of confidence and with it her magical abilities. It took some time and effort for her to recover them both. **(Str5)**

REAL NAME: ZATANNA ZATARA
OCCUPATION: MAGICIAN
BASE: SHADOWCREST
AFFILIATION: JUSTICE LEAGUE
HEIGHT: 5' 7"
WEIGHT: 137 LBS
EYES: BLUE
HAIR: BLACK

PERSONALITY

Zatanna may be the most well-adjusted member of the world's mystical community. Despite various tragedies and setbacks, she retains both a sense of humor and a zest for life that's rare among magic-wielders. Her performance career helps Zee keep things in perspective and she genuinely enjoys showing off before an audience. She is no-nonsense when dealing with mystical threats, however, and quick to remind them she has more than just card tricks up her sleeve.

POWERS AND ABILITIES

Zatanna's magical powers are virtually limitless. Her primary limitation is that she must speak most of her spells aloud, reciting the incantations backwards though she has accomplished some minor feats of magic without speaking and performed rituals using writing and other techniques. She is known for using enhanced forms of stage magic and misdirection, such as transforming an explosion into a burst of flower petals or a horde of demons into a flock of doves.

Zatanna inherited Zatara's library of magical lore and collection of occult artifacts, as well as his mansion Shadowcrest, visually located outside of Gotham City but actually connected to a different dimension, which allows Zatanna's home to manifest in different places. She spends a great deal of time in San Francisco as her "home base" when not on the road

ZATANNA PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	2	2	4	2	3	4	4

POWERS

Magic: Array • *28 points*
- **Cigam Enogeb!:** Nullify 14 (all Magic Effects) • *28 points*
- **Dnuob Won Eb!:** Ranged affliction 9, Extra Condition, Limited Degree (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *1 point*
- **Ekirts Cigam!:** Ranged Damage 14 (magic), Dynamic • *1 point*
- **O Egnahc Otserp!:** Ranged Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Transformed), Cumulative • *1 point*
- **Raeppa!: Create 9,** Continuous, Subtle • 1 point
- **Icetorp!:** Deflect 14 • *1 point*
- **Em Tropsnart!:** Teleport 14 (60 miles) • *1 point*

Mystic Senses: Senses 4 (Detect Magic, Ranged, Acute, Analytical) • *4 points*

ADVANTAGES

Artificer, Attractive, Connected, Defensive Attack, Extraordinary Effort, Fascinate (Expertise: Performance), Luck, Ritualist, Teamwork

SKILLS

Deception 8 (+12), Expertise: Magic 12 (+15), Expertise: Performance 8 (+12), Perception 6 (+10), Persuasion 6 (+10), Ranged Combat: Magic 4 (+8), Sleight of Hand 10 (+14), Treatment 4 (+7)

OFFENSE

INITIATIVE +2

Magic +8	Ranged, Damage 14 plus others
Unarmed +2	Close Damage 0

DEFENSE

DODGE	12	**FORTITUDE**	7
PARRY	8	**TOUGHNESS**	2
WILL	13		

POWER POINTS

ABILITIES	42	**SKILLS**	33
POWERS	39	**DEFENSES**	30
ADVANTAGES	9	**TOTAL**	153

COMPLICATIONS

Guilt: Over the death of her father, Zatara, who sacrificed himself to save her

Power Loss: Zatanna needs to speak aloud (and backwards) to cast her spells "Zee" (as she is known to her friends) is among the most famous and powerful of the mystical community, widely known and respected. She has a number of contacts among that community, some of them friends of her father she has known since childhood.

She has had romantic relationships with John Constantine and Dr. Thirteen in the past, and has known Bruce Wayne since before he began his career as Batman. She has been a regular member of the Justice League and is their go-to expert on magic and the occult.

Enemies: Zatanna has various mystical foes who consider her a threat and her role in the mystic community has earned her the enmity of many practitioners of the dark arts. These include the Warlock of Ys and Brother Night. She also helped thwart the rogue Time Tailor Zor and the Sheeda. Catwoman dislikes Zatanna, both for messing with her mind and as a potential rival for Batman's affections.

MAGIC TRICKS

Zatanna's Magic array touches upon the basics of her potential. She can do a great deal with just the listed effects, particularly Create, but she is also capable of a wide range of Magic power stunts, allowing her to whip up completely new spell effects at will. This fits in with the fact that more complex and demanding magic tends to be tiring (the fatigue associated with extra effort for power stunts). The more hero points Zatanna's player builds up, the greater the variety of spells at her fingertips without any fatigue. If the need is not immediate, Zatanna can also create and perform magical rituals. Her Magic Expertise bonus allows Zatanna to routinely manage rituals with 15 power points worth of effects.

For a time, Zatanna's Magic power was limited to effects with descriptors based around the primal elements of nature: air, earth, fire, water, plants, weather, and so forth. She has since overcome this limitation.

Zatanna gets some opportunities to earn hero points, too, given that her defensive traits are well below her listed power level. She's capable of actively using Magic to deflect attacks, and of Creating barriers or the like, but otherwise has no special defenses, particularly when it comes to close fighting. Additionally, she cannot use Magic if she is incapable of reciting her backwards incantations, another complication that earns Zee's player hero points.

If a player is able to quickly come up with a spell *and* recite it backwards—out loud—while playing Zatanna, consider awarding the player a hero point for good roleplaying!

ZEUS

Zeus was the youngest son of Cronus, ruler of the superhuman extra-dimensional race of Titans, and his wife, the Titaness Rhea. Cronus and Rhea were the offspring of the Sky god Ouranos and the primeval Earth goddess Gaea. (Ouranos and Cronus are not to be confused with the Eternals Uranos and Kronos). Cronus overthrew his father's rule by fatally wounding him. The dying Ouranos prophesied that Cronus would likewise be overthrown by one of his own children. As a result, upon the birth of each of his own children, Cronus had the infant imprisoned in Tartarus, the most dismal sector of the extra-dimensional underworld known as Hades. The offspring he sent there were Pluto, Neptune, Hera, Demeter, and Vesta. (Later, legends erroneously claimed that Cronus had actually swallowed his children and that they remained alive inside him until Zeus released them).

Appalled at the mistreatment of their children, Cronus's wife, Rhea concealed her sixth pregnancy From him and secretly gave birth to Zeus on Mount Lyceum in Arcadia, an area of the land now known as Greece. Rhea gave the infant Zeus to the safekeeping of Gaea, who hid the baby in the cave of Dicte on Aegean Hill on the isle of Crete, where he was tended by various minor goddesses.

Zeus grew to adulthood among the Shepard's of Mount Ida, Crete, and then set about taking revenge on Cronus. Zeus went down into Tartarus and freed his siblings, who had all now grown to adulthood, Zeus also freed the three one-eyed giants called Cyclopes and the three hundred-handed giants called Hekatonchieres, all six of whom Cronus had imprisoned there for fear they would help overthrow him. The grateful Cyclopes taught Zeus how to wield his energy-manipulating powers in battle. Zeus and his allies fought a ten-year war with the Titans, which ended with Zeus's victory. He imprisoned most of the male Titans in Tartarus and established himself as supreme ruler of the Olympian race. Today Zeus remains the ruler of the Olympian gods and of Olympus itself, and is a staunch ally of the Asgardians. He has set up the Olympia Corporation to maintain a small presence on Earth. **(Str90/500)**

PERSONALITY

Zeus is the very definition of the Olympian god, powerful, passionate, and full of human vices and imperfections. He is noble and proud but his wrath can be terrifying. An unrepentant hedonist (like his son Hercules), Zeus is prone to drink, food, and revelry, and has a notorious penchant for philandering

POWERS AND ABILITIES

As King of Olympus, Zeus wields the power of a Skyfather and is the most powerful of the Olympian gods. He has superhuman strength comparable to his son Hercules and he may augment this immeasurably with his magical powers. Zeus is immortal, not aging past maturity, and he wields immense energy manipulation powers, which he most often releases as lightning bolts. Zeus has limited precognitive abilities.

X-Level: The stat-box is Zeus as a playable **PL20**. His X-level is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

REAL NAME: ZEUS
OCCUPATION: RULER OF OLYMPIAN GODS
BASE: OLYMPUS **AFFILIATION:** OLYMPIAN GODS
HEIGHT: 6' 7" (VARIES) **WEIGHT:** 560 LBS (VARIES)
EYES: BLUE **HAIR:** RED

ZEUS — PLX2/PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
17	20	9	9	15	13	16	15

POWERS

Dimensional Travel: Teleport 20 (4,000 miles), Dimensional 3, Homing 12 • *55 points*

Immortal: Immunity 30 (Fortitude), Impervious Toughness 13 • *46 points*

Lightning: Ranged Damage 25 • *50 points*

Precognition: Senses 20 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to general trends; uncontrollable) • *18 points*

Skyfather: Sorcery 25 (Variable Power, Any Powers with the Magical Descriptor), Physical Boost: Enhanced Stamina 5, Enhanced Strength 8 (Lifting Str25, 800,000 tons), Limited (temporary; duration of scene) • *188 points*

ADVANTAGES

Benefit 15 (King of Olympus), Diehard, Fearless, Great Endurance, Leadership, Power Attack, Takedown

SKILLS

Deception 7 (+22), Expertise: Olympian Lore 11 (+25), Insight 9 (+25), Intimidation 10 (+25), Perception 9 (+25), Persuasion 12 (+25), Ranged Combat: Lightning/Sorcery 6 (+15)

OFFENSE

INITIATIVE +9

Lightning +15	Ranged, Damage 25
Unarmed +15	Close Damage 17-25

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	15	**TOUGHNESS**	20*/25
WILL	20	* Without Sorcery	

POWER POINTS

ABILITIES	228	**SKILLS**	32
POWERS	316	**DEFENSES**	7
ADVANTAGES	21	**TOTAL**	607

COMPLICATIONS

Relationships: Zeus is King of the Olympian gods, and has contacts with Skyfathers from other Pantheons like Odin. His closest contacts are his son Hercules, and his wife Hera.

Responsibility: Zeus is King of the Olympian Gods and considers both Olympus and Earth his personal responsibility

Temper: Zeus' wrath is rightly feared by god and mortal alike.

Womanizer: Zeus is a notorious hedonist, indulging in frequent adulterous affairs with both mortal women and goddesses, raising the ire of his wife, Hera, more than once. legendary consequences.

COUNCIL OF SKYFATHERS

As the planet Earth is pivotal along the dimensional axis, it has spawned several pantheons of gods in its parallel divine dimensions – races of gods, demons, and monsters, all drawing strength from the worship of humanity, as well as the mystical power of the planet itself. Each of these races of gods exist in their own dimensions, parallel with, and sometimes crossing over to, Earth, and each godly realm mirrors the mainstream universe in their own ways – from stories of Creation to Armageddon – as well as caretakers of their realms – much as the primal powers of the universe such as Order and Chaos, Death and Eternity, dictate reality, so do the forces of magic hold sway over the realms eternal. And as the mainstream universe has caretakers such as Galactus and the Celestials, so do the godly realms are guarded by the Skyfathers – the godly kings of their pantheons – deities such as the American Indian spirit, Manitou, Svarog of Russia, the Celtic god Nuada, Osiris of Egypt, the Mayan god, Itzamna, Tezcatilpoca, the Aztec deity, and of course, Odin of Asgard and Zeus of Olympus. These god-kings formed a kind of divine United Nations, which eventually developed into a true alliance, when all the Earthly pantheons aligned against the judgment of Earth by the Celestials.

This council also keeps contacts with the godly pantheons and the Skyfathers of other worlds, although few planets command the number of godly races as Earth. There have even been cases where the sum total of all these godly pantheons energy have been united – or corrupted as was the case when the Chaos King, Mikaboshi nearly destroyed all of reality.

While near rivals in power, Zeus cedes general authority on the council to Odin – partly due to seniority, partly due to simply preferring to avoid the responsibly – but nevertheless, the King of Olympus is a prominent voice among the Earth's Skyfathers.

OLYMPIAN GODS

In the early ages of the Earth, a sentient life-force developed and one day manifested itself into the being Demiurge. He birthed the Elder Gods who eventually warred among themselves until one of them, Atum, transformed itself into Demogorge and devoured or chased away all but himself and Gaea, also known as Mother Earth. Atum would reform from the Demogorge and leave the Earth, dispersing the energies he had absorbed into the planet. When mankind eventually began rising towards sentience, their dreams gave form to the absorb energies; this transformed those who would become the progenitors of mankind's gods, notably the Olympians, regarded as deities by the peoples of Greece and the Roman Empire.

Mythology holds that Gaea, the sole remaining Elder God, gave birth to Ouranos. She then mated with him, and they parented the Olympians, the Titans. They resided in an inter-dimensional pocket universe in the city known as Olympus, though the City's origins are unrevealed. Ouranos was eventually slain by his son, Chronus, who feared the same treatment from his own children and he began imprisoning them in a dark underworld known as Hades. Before Chronus could similarly banish his sixth child, his wife Rhea fled through a dimensional portal to Earth, arriving near Greece's Mount Olympus, where the child was raised among the shepherds. After reaching adulthood this child, Zeus, freed his siblings Demeter, Hera, Poseidon, Pluto and Vesta from Hades and led the war against their father, a war they would eventually win. Zeus imprisoned most of the surviving Titans in Hades and set himself up as ruler of Olympus, taking his sister Hera as his queen. Pluto was asked to rule over the underworld and guard its prisoners, Poseidon was given dominion over Earth's seas, Demeter was assigned to watch over the land, and Vesta was to watch over the people. Zeus ruled a peaceful Olympus for centuries while he and his siblings populated the realm through interbreeding with humans, extradimensionals, Titans, and whatever else caught their fancy. Select mortals or aliens were occasionally added to the pantheon as well, sometimes further empowered by Zeus.

Under the gods' watchful eyes, the Olympians flourished, especially the Greeks, Romans and Atlantean civilizations. The Olympians soon found themselves drawn into conflict with other gods, in particular the Asgardian gods of Northern Europe and the Ennead of Northern Africa; however, the coming of the world-threatening Celestials taught these gods that there were greater threats to their world than each other, and Zeus and his fellow leaders created the Council of Godheads and made a pact despite individual conflicts, the pantheons would never go to war as a whole. When Zeus and the Asgardian leader Odin were unable to head off a war between their peoples, they cooperated to alter the minds of every warrior, leading each to believe briefly that they had won.

The Celestials existence drew Zeus' attention to the Eternals, a Celestial-manipulated offshoot of mankind with powers which made them seem godlike to humanity. Their City Olympia lay near Mount Olympus, and Zeus and his daughter Athena met with the Eternals to negotiate a treaty by which the Eternals would act as gods on Earth; despite their best intentions, this lead to repeated confusion between similarly named gods and Eternals, heightening each society's resentment of the other.

When the time came for a final conformation with the Celestials, Zeus used his peoples' annoyance towards the Eternals as motivation to lead them in an invasion of Olympia, though he soon withdrew when it proved unprofitable

BASE: MT OLYMPUS
KNOWN MEMBERS: APHRODITE, APOLLO, ARES, ARTEMIS, ATHENA, DIONYSUS, HEPHAESTUS, HERA, HERMES, PLUTO (HADES), POSEIDON, ZEUS
HEADQUARTERS: MOUNT OLYMPUS
VEHICLES: MAGIC CHARIOTS, WINGED HORSES, ETC.

APHRODITE

One of the world's most powerful, influential and enduringly celebrated love goddesses, Venus was originally known as **Aphrodite** by her earliest worshipers, the ancient Greeks. When the generation of proto-Olympian gods known as the Titans first seized power, their leader Cronus defeated and castrated their peoples previous ruler Ouranos (aka Uranus) and hurled the elder god's severed gonads into the sea, where the foam that rose around them and took the form of a beautiful grown goddess Aphrodite, who floated to the shore atop of a huge scallop shell. **(Str42)**

APHRODITE — PL14 393 POINTS

Abil: Str 11 **Sta** 10 **Agi** 7 **Dex** 7 **Fgt** 0 **Int** 0 **Awe** 10 **Pre** 10

Powers: Goddess of Love: Emotion Control 14: Perception Range Affliction 14 (Limited to arousing feelings of love and passion -or if she desires, rage and jealously, Resisted by Will; Dazed, Compelled, Controlled); **Immortal:** Immunity 11 (Aging, Life Support), Impervious Toughness 9, **Magic:** Magic 13 (Variable Power, Any Powers with the Magical Descriptor), **Magic:** Ranged Damage 13, **Transportation:** Teleport 9 (500 miles), Dimensional 3, Homing 10

Equipment: The Cestus: Emotion Control: Perception Range Affliction 19 (Limited to arousing feelings of love and passion - or if she desires, rage and jealously, Resisted by Will; Dazed, Compelled, Controlled), Subtle, Transform 12 (Limited to turning weapons of war into instruments of peace), Easily Removable

Advantages: Attractive 2, Benefit 8 (Goddess of Love), Diehard, Equipment 6, Fascinate (Seduction), Great Endurance

Skills: Deception 8 (+18), Expertise: Olympian Lore 12 (+12), Insight 10 (+20), Intimidation 12 (+22), Perception 14 (+24), Persuasion 12 (+22), Ranged Combat: Magic 3 (+10)

Offense: Initiative +7, Emotion Control +14, Perception Range, Affliction 14, Magic +10, Ranged, Damage 13, Unarmed +0, Close Damage 11

Defense: Dodge 10, Parry 10, Fortitude 11, Will 8, Toughness 9

Totals: Abilities 110 + Powers 215 + Advantages 19 + Skills 35 + Defenses 14 = 393

Complications: Relationships: Venus – or more properly, Aphrodite - is the daughter of Zeus and had had numerous – sometimes incestuous – liaisons with many Olympian gods. On Earth, she had an affair with publisher, W. P. Hammond. **Goddess of Love:** Venus is a hedonist who prefers to be fawned over, but she will take an interest in helping forlorn lovers find happiness**. Temper:** Venus is not a woman to scorn. **Venus:** Aphrodite is not to be confused with the Siren calling herself, Venus (identical stats except drop all Powers by 4 ranks) is otherwise a physical duplicate of Aphrodite.

APOLLO

Apollo was the son of Zeus and his mistress Leto, Hera prohibited Leto from giving birth on solid ground, so she birthed Apollo and his twin sister Artemis, on the floating Island Delos, later secured with four pillars. Apollo and Artemis became archers and used arrows forged by Hephaestus to slay the Earth-serpent Python sent by Hera to attack their mother. Apollo was surprised when his infant half-brother Hermes stole his scared cattle; Hermes gave Apollo the Golden Lyre to make amends. Apollo fathered Asklepios, god of medicine, with Coronis, daughter of the Lapiths' King Phlegyas. After a quarrel, Cupid (Eros) shot Apollo with the golden love arrow, and the nymph Daphne with a lead arrow of indifference; Apollo pursued Daphne, but she turned into a laurel tree to avoid him. Over 2000 years ago, Apollo called the seeress Sibylla of Rome to the temple shared with his sister. Apollo offered Sibylla godhood, but she asked to remain within the temple; when later prophetess Thaleia predicated the "Black Oracle," when Earth-8146 ("Rome-World")'s Romans would threaten Earth-616, Apollo decreed that Sibylla's ghost and Thaleia's corpse would wait for a third Sibyl to help stop the oracle. **(Str47)**

APOLLO PL12 255 POINTS

Abil: Str 12 **Sta** 12 **Agi** 5 **Dex** 5 **Fgt** 10 **Int** 3 **Awe** 5 **Pre** 1

Powers: Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 9, **Light Emission**: Visual Dazzle 18, **Heat Emission**: Ranged Damage 18; **Precognition**: Enhanced Perception 10 Limited to precognition and Senses 4 (precognition)

Advantages: Benefit 7 (Sun God), Die Hard, Fearless, Great Endurance, Improved Initiative 3, Power Attack

Skills: Athletics 2 (+14), Expertise: Harp 3 (+6), Expertise: Olympian Lore 8 (+13), Intimidation 10 (+11), Perception 6 (+11), Ranged Combat: Bow 7 (+12)

Offense: Initiative +8, Heat Emission +5, Ranged, Damage 18, Unarmed +10, Close Damage 12

Defense: Dodge 10, Parry 12, Fortitude 14, Will 8, Toughness 12

Totals: Abilities 146 + Powers 65 + Advantages 15 + Skills 18 + Defenses 12 = 255

ARES

Ares is the son of Zeus, monarch of the Olympian Gods, and his wife Hera. Ares was worshiped as the god of war in both ancient Greece and ancient Rome. After the rise of Christianity in the Roman Empire, Zeus allowed the worship of the Olympians to die out, and Ares was no longer allowed to act as patron god of warriors. As a result, over the ensuing centuries Ares grew increasingly dissatisfied with Zeus' rule. He has tried to conquer Olympus on several occasions sometimes in league with his uncle Pluto, god of the Olympian underworld. His half-brother Hercules has opposed his attempts at conquest almost every time sometimes with the help of his allies including Thor the Asgardian god of thunder, and the Avengers. Ares has hated Hercules since Hercules killed Ares' monstrous Stymphalian birds during Hercules' original twelve labors.

Ares has fought the Avengers on numerous occasions, as well as his half-brother Hercules. Ares has also fought the Champions, the Eternal Ikaris and a variety of other denizens of Earth. Recently warriors from the East have attacked Olympus and the Olympians have sought the assistance of Ares. Ares who had retired from warfare and the life of the gods has only recently joined the battle due to the kidnapping of his son.

Wanting his son to live the life of a mortal instead of under the rule of his father, Ares decided to raise his son on Earth instead of Olympus. While at work Ares was confronted by Ms. Marvel and Iron Man to register under the Superhuman Registration Act and offered a job as an Avenger. Ares agreed as long as they would match his hourly pay**. (Str90)**

ARES — PL16 233 POINTS

Abil: Str 17 **Sta** 14 **Agi** 3 **Dex** 2 **Fgt** 12 **Int** 0 **Awe** 2 **Pre** 3

Powers: Dimension Travel: Movement 3 (Dimension Travel 3) **Flight** 8; Immortality**:** Immunity 11 (Aging, Life Support), Impervious Toughness 10, **Regeneration** 20, **Super-Strength:** Enhanced Strength 4, Limited to Lifting (Lifting Str21; 50,000 tons)

Equipment: Axe: Strength-based Damage 3; **Spear:** Strength-based Damage 3

Advantages: All-Out Attack, Benefit 8 (God of War), Die Hard, Equipment 2, Extraordinary Effort, Fearless, Great Endurance, Improved Initiative 3, Leadership, Power Attack, Seize Initiative

Skills: Athletics 2 (+19), Expertise: Olympus 11 (+11), Expertise: War 14 (+14), Intimidation 14 (+17), Perception 6 (+6), Ranged Combat: Spear 7 (+10)

Offense: Initiative +6, Axe +12, Close Damage 20, Spear +10, Ranged, Damage 20, Unarmed +12, Close Damage 17

Defense: Dodge 12, Parry 16, Fortitude 16, Will 10, Toughness 14

Totals: Abilities 106 + Powers 55 + Advantages 21 + Skills 27 + Defenses 19 = 233

Complications: Enemy: Hercules. **Relationships:** Ares has a thing for Aphrodite. Temper**:** As the god of War, Ares' wrath is terrifying. **Warmonger:** As the God of War, Ares is completely preoccupied with strife.

ATHENA

Athena is the daughter of Zeus and Metis, the Titaness of wisdom and thought. Fearing the Fates' prophecy that his child with Metis would one day surpass him, Zeus swallowed the pregnant Titaness whole in order to prevent the birth. Born within Zeus, Athena eventually caused him such a headache that Zeus had Hephaestus split his skull to relieve the pressure; Athena burst forth fully grown and armored.

Despite this dubious start, Zeus eldest daughter soon became one of his most favored children and trusted advisers. As goddess of wisdom, and tactical, discipline warfare, Athena developed animosity towards Ares, who represented savage war.

Athena is the most brilliant of the Olympians. Her knowledge makes her their acknowledged expert on everything. She balances her academic powers with martial skills. She is an expert in hand-to-hand combat and swordplay, and she is a better military strategist than Ares.

Athena's calm, rational mind provides a needed balance to the more tempestuous actions of her fellow gods. **(Str45)**

ATHENA — PL13 217 POINTS

Abil: Str 11 **Sta** 11 **Agi** 5 **Dex** 5 **Fgt** 12 **Int** 12 **Awe 3 Pre** 10

Powers: Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 9

Equipment: Bow and Arrows: Ranged Damage 3, **Sword:** Strength-based Damage 3

Advantages: Attractive, Benefit 7 (Goddess of the Hunt), Die Hard, Equipment 2, Fearless, Great Endurance, Improved Initiative 3, Leadership, Seize Initiative

Skills: Athletics 6 (+15), Expertise: Olympian Lore 14 (+26), Expertise: Military 10 (+22), Perception 12 (+24), Ranged Combat: Bow 7 (+10)

Offense: Initiative +2, Bow and Arrow +10, Ranged Damage 3, Sword +12, Close Damage 14, Unarmed +12, Close Damage 11

Defense: Dodge 12, Parry 12, Fortitude 12, Will 8, Toughness 9

Totals: Abilities 138 + Powers 21 + Advantages 18 + Skills 24 + Defenses 16 = 217

HERA

The daughter of Titans, Cronus and Rhea, **Hera** - like her older brothers and sisters - were swallowed by her father, Cronus, in hopes of preventing the prophecy that Cronus would be overthrown by one of his children. Their youngest sibling, Zeus, eventually caused Cronus to vomit them out, and the gods defeated the Titans.

Zeus courted Hera, although she initially rejected his advances. When they were eventually wed, the primordial Earth Mother, Gaea gave Hera a golden apple tree, which was later relocated to her sacred orchard in the shadow of the enslaved Titan general, Atlas, where it was guarded by Atlas' daughter, the Hesperides nymph.

Although their marriage was plagued with constant bickering, often due to Zeus' frequent infidelities, Hera tolerated his behavior for the most part. But she became incensed when he chose, by way of Athena's maneuverings, to conceive his personal champion with the mortal woman, Alcmene, rather than with her.

Athena guided Alcmene to leave her son, Alcaeus, in a spot in which Athena led Hera. Athena convinced Hera to give the foundling her divine milk, granting the boy invulnerability before he bit down on her and she hurled him away. Upon learning the truth, Hera swore vengeance, and Alcmene renamed the baby Heracles ("the glory of Hera"), in a vain hope of avoiding Hera's wrath. **(Str42)**

HERA — PL10 137 POINTS

Abil: Str 11 **Sta** 10 **Agi** 2 **Dex** 2 **Fgt** 3 **Int** 3 **Awe** 1 **Pre** 3

Powers: Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 9

Advantages: Attractive, Benefit 8 (Queen of the Gods), Die Hard, Great Endurance, Leadership

Skills: Expertise: Olympian Lore 12 (+15), Intimidation 10 (+13), Perception 6 (+7), Persuasion 12 (+15)

Offense: Initiative +2, Unarmed +3, Close Damage 11

Defense: Dodge 10, Parry 10, Fortitude 12, Will 8, Toughness 9

Totals: Abilities 70 + Powers 21 + Advantages 12 + Skills 19 + Defenses 15 = 137

Complications: Jilted Wife: Hera resents hers husband Zeus' adultery, and this has made her a bitter goddess, who occasionally tries to either prevent Zeus from wandering, or – in her darker moods – to do away with his mistresses. For a long time, she desired to kill Hercules (progeny of one of Zeus' affairs), although she has recently mellowed somewhat, accepting him, albeit begrudgingly. **NOTE:** Hera has occasionally demonstrated magical powers of approximately 10 ranks. She rarely engages directly in battle, so the full extent of her abilities is not clear.

HERMES

Son of Zeus and the nymph Maia, eldest daughter of the Titan Atlas and the sea nymph Pleione, **Hermes** was mischievous from birth. Gifted with speed far superior than any other Olympian god, the infant Hermes stole sacred cattle from his elder half-brother Apollo without his mother realizing he had left. Although Apollo was furious upon learning this, he forgave his younger brother after receiving the Golden Lyre, created by Hermes. Hermes became his father's official herald and Olympus' messenger upon reaching adulthood. **(Str46)**

HERMES — PL13 194 POINTS

Abil: Str 12 **Sta** 12 **Agi** 10 **Dex** 2 **Fgt** 5 **Int** 3 **Awe** 1 **Pre** 0

Powers: Winged Sandals: (Removable: -2 points), Flight 11 (4000 MPH), Movement 3 (dimension travel 3) Quickness 8, **immortality:** Immunity 11 (Aging, Life Support), Impervious Toughness 9

Advantages: Benefit 7 (Messenger of the Gods), Die Hard, Extraordinary Effort, Great Endurance, Improved Initiative 3, Leadership, Seize Initiative

Skills: Athletics 2 (+14), Expertise: Pharmacology 10 (+13), Persuasion 8 (+9), Perception 6 (+7), Treatment 10 (+13)

Offense: Initiative +15, Unarmed +5, Close Damage 12

Defense: Dodge 16, Parry 16, Fortitude 18, Will 8, Toughness 10

Totals: Abilities 90 + Powers 41 + Advantages 15 + Skills 18 + Defenses 30 = 194

PLUTO

Hades – who in modern times, goes by his Roman name, **Pluto** - is the eldest son of Cronus, ruler of the Titans, and his wife Rhea. Fearing that he would be overthrown by his offspring just as he overthrew his father Uranus, Cronus imprisoned each of his children in Tartarus, the darkest section of Hades, the Olympian underworld, as soon as he or she was born.

Horrified, Rhea gave birth to Zeus without Cronus' knowledge and raised him in secret. The adult Zeus eventually overthrew Cronus and freed his siblings. After the battle, Zeus imprisoned Cronus and the Titans in Tartarus, and knowing they would need a strong warder, assigned Pluto rule of the underworld, whereupon Pluto made a pact with the cosmic entity, Death, and became one of the so-called Death gods. Since then, Pluto has periodically launched schemes to overthrow his brother's rule and secure a larger piece of the cosmic pie for himself and his true master, the mystic entity, Death (See entry for: Death). **(Str92)**

PLUTO PL16 451 POINTS

Ab: Str 18 **Sta** 20 **Agi** 9 **Dex** 9 **Fgt** 12 **Int** 12 **Awe** 12 **Pre** 14

Powers: Immortality: Immunity 30 (Fortitude), Impervious Toughness 16, **Sorcery:** 20 (Variable Power, Any Powers with the Magic Descriptor), Weaken **Stamina** 13 (Resisted by Fortitude), Progressive

Equipment: Helmut of Invisibility: Visual Concealment 10 (Removable –2)

Advantages: All-Out Attack, Benefit 9 (Ruler of Hades), Die Hard, Equipment 2, Extraordinary Effort, Fearless, Great Endurance, Leadership, Power Attack, Seize Initiative

Skills: Athletics 2 (+20), Expertise: Olympian Lore 8 (+9), Intimidation 8 (+20), Perception 12 (+24), Ranged Combat: Magic Blast 2 (+11)

Offense: Initiative +2, Magic Blast +11, Ranged Damage 20, Unarmed +12, Close Damage 18, Weaken Stamina, Ranged Affliction and Weaken 13

Defense: Dodge 12, Parry 14, Fortitude Immune, Will 12, Toughness 20

Totals: Abilities 212 + Powers 199 + Advantages 19 + Skills 16 + Defenses 5 = 451

Complications: **Hell-Lord:** Pluto is a stern and brooding god. He actually enjoys his duties as Lord of the Dead. He resents the Olympians' fall from power and blames Zeus for this. Pluto sees himself as the rebellious savior of the Olympians and the destroyer of later gods' religions and realms. He holds special grudges against Hercules for daring to chain Cerberus and Thor for often opposing his schemes

POSEIDON

Poseidon is the son of Cronus and Rhea, and was born in Mount Olympus. Zeus, the King of the Gods, and Pluto, Lord of the Underworld, are his brothers, and Hera, Queen of Olympus, and the goddess Vesta are his sisters. Poseidon is responsible for the evolution of *Homo mermanus*, and is still honored by the Atlanteans – unlike most of the other Olympian gods who have little or no modern worshippers on Earth.

Two millennia ago, Poseidon destroyed an Atlantean cult of worshipers of the Elder God, Set. He later lived among the Atlanteans for many years as their protector.

In modern times, Poseidon sent Namor, the Sub-Mariner on a quest for his trident in order for Namor to regain the Atlantean throne, appearing before him at various points. Poseidon then appeared before the Atlanteans and decreed Namor the true ruler of Atlantis. Poseidon later advised Namor of the true destiny of Atlantis. Later, Poseidon healed a wounded Namor, and transformed a drowning stallion into a giant seahorse.

Poseidon later abducted Namor from Atlantis to Hades at the behest of Zeus, as Zeus blamed the Avengers for Hercules' bad physical condition. However, Poseidon was then forbidden to return to Earth by Zeus, despite his objections due to his Atlantean worshipers.

Most recently, Poseidon, along with all the other Olympian gods, have dwelt on Earth once more, following the death of Zeus. In a weakened state, Poseidon was abducted by Hippolyta and her Amazon warriors, at the behest of Hera and Pluto, who forced him to cede his shares of the Olympus Group to them, facilitating their takeover of the Realm.

The Amazon princess Artume likewise forced from him the location of the Omphalos. Poseidon was rescued from Artume's clutches by Hercules, Namor, and Namora, and now that Zeus has returned to the throne of Olympus, presumably all territories have been restored and everything is back to normal. **(Str50)**

POSEIDON	PL16 437 POINTS
A: Str 13 **Sta** 20 **Agi** 10 **Dex** 7 **Fgt** 16 **Int** 12 **Awe** 12 **Pre** 14	
Powers: God of the Sea: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Aquatic), Senses 1 (Low-Light Vision), Variable Power 20 (Limited to manipulating the conditions of the ocean and controlling sea-life) **Immortality: Immunity** 30 (Fortitude), Impervious Toughness 9	
Equipment: Trident: Strength-based Damage 3	
Advantages: All-Out Attack, Benefit 9 (God of the Sea), Die Hard, Equipment 1, Extraordinary Effort, Fearless, Great Endurance, Leadership, Power Attack, Seize Initiative	
Skills: Athletics 7 (+20), Close Combat: Trident 2 (+14), Expertise: (all Ocean-related topics) 12 (+24), Intimidation 12 (+24), Perception 12 (+24)	
Offense: Initiative +10, Trident +14, Close Damage 16, Ocean Control, Area Affliction, Varies, Unarmed +12, Close Damage 13	
Defense: Dodge 14, Parry 16, Fortitude 20, Will 12, Toughness 20	
Totals: Abilities 208 + Powers 185 + Advantages 18 + Skills 22 + Defenses 4 = 437	
Complications: Sea God: Poseidon prefers to avoid the affairs of his fellow gods, instead focusing upon his oceanic kingdom, where he spends the majority of his time. Modern Worshipers: Poseidon (or Neptune) is one of the only Olympian gods who is still actively worshiped on Earth, by the Atlanteans, as well as by superstitious fishermen.	

OTHER OLYMPIAN GODS

Artemis: Artemis was the daughter of Zeus and his mistress Leto, Hera prohibited Leto from giving birth on solid ground, so she birthed Artemis and her twin brother Apollo, on the floating Island Delos, later secured with four pillars.

Artemis vowed long ago to retain her purity and virginity forever. The only men who interest here are hunters, archers, and occasionally, fighters. She holds a minor grudge against Apollo for tricking her into killing her lover, Orion.

Dionysus: When Zeus impregnated mortal Princess Semele, Zeus' wife Hera tricked Semele into asking to see Zeus' true glory, which annihilated her. The fetus was carried to term in Zeus' thigh, earning Dionysus the title "Twice-born." Dionysus was raised in secret by the Hyades (rain nymphs) of Mount Nysa and by his aunt Ino, later the goddess Leucothea. The Hyades planned to make Dionysus Immortal, but Hera gave him wandering madness; he traveled Asia, teaching mortals to cultivate grapes. His companions were satyrs, led by Silenus, and the Maenads, women who experienced Dionysus' joy.

Dionysus is a hedonistic god who no longer adventures if he can avoid it. He prefers to surround himself with mortals who are full of the partying mentality he embraces. He believes most of his fellow gods (with the notable exception of Hercules) are crashing bores.

Hephaestus: The first encounter between Hephaestus and some of the heroes of this world (in addition to his brother Hercules), took place during the war between Mount Olympus and Asgard, that faced sprouts of both pantheons before the watched letter of the patriarchs.

Hephaetus was a witness as Zeus gave sufficient power to Thor to revive Odin, and this revived the other Asgardians. Hephaestus, like the rest of the Olympic Gods, was surrounded in the conspiracies of Ares, that turned crystal to all the Olympic ones, or the Typhon plans, that sent to the Limb to Hephaestus's and the rest of its companions. Later Hephaestus would construct, at the request of Hercules, a new battle uniform, after his original was destroyed during a battle.

Hephaestus is an industrious god who prefers to spend his time in his workshop, surrounded by his inventions, tools and assistants. Although he is married to Aphrodite, he prefers to have little to do with her. Hephaestus openly distrusts Ares the god of war, ever since he caught him fooling around with Aphrodite.

Vesta: The eldest daughter of Titans Cronus and Rhea, Vesta ("Hestia" in Greek) is the goddess of hearth and home. Vesta along with her siblings were imprisoned in the netherworld known as Tartarus by their father, fearing one of his children would dethrone him in the same manner that he had dethroned his father, Ouranos. In modern times, Vesta was present in Olympus when the Asgardian Thor approached Zeus, requesting a portion of the Olympians' power as a means of reviving the Asgardians that were slain by the Celestials. Vesta was present when Athena claimed the throne of Olympus but because she had no desire to rule over the Olympians, she did not pose any opposition to Athena's decision.

Vesta is a semi-retired goddess. She feels her time of greatest contribution is over. However, she still maintains an interest in Earthly domestic lifestyles.

ZEUS: DC

Zeus' origins and early history mostly conform to the way they are presented in classical mythology. He is a child of the Titans Cronus and Rhea and leader of the twelve Olympian Gods. During a war between the Titans and Olympians, Zeus slew his father and assumed his place as King of the Gods, ruling from Mount Olympus with his sister-wife Hera. He is the father of numerous gods and heroes, the most famous being Heracles.

In the DC Universe, the machinations of the alien god Darkseid, when he spread tales of the Roman Gods caused the Olympians to split into multiple aspects, with the Roman gods existing for a time as separate entities. Zeus' counterpart, Jupiter ruled his own Olympus in a separate dimension until the War of the Gods, when Zeus led the Olympians in a conflict with their Roman counterparts, and the two pantheons were merged into single entities again.

In present day, Zeus has been a benefactor of the Amazons, the last remaining people that still worship the Olympians. However, his patriarchal attitudes, disregard for mortals, and unreasonable demands have sometimes led to conflict with his followers, most particularly their champion Wonder Woman.

After Wonder Woman's defeat of Ares, which caused the latter to go into self-exile, Zeus became interested in Diana and wanted her virginity, offering to make her a goddess. Diana became the first woman ever to refuse his advances while still professing love for him as god and father. As punishment, Zeus demanded that Diana undertake the Challenge of the Gods, on which she defeated the evils that had been trapped under Paradise Island, including a Hecatonshire and the Lernean Hydra. She freed Heracles, who had been turned to stone and was supporting the Island.

After Darkseid destroyed the glory of Olympus, Zeus convinced the other gods to abandon both it and Earth, and only Hermes refused. The gods later returned to Olympus but have occasionally been forced to defend or relocate it.

As in classical myth, Zeus frequently cheats on his wife Hera and couples with mortals to produce demi-god offspring. Zeus has been revealed as the father of Wonder Girl (Cassie Sandsmark) and shares a complicated relationship with his daughter, who resents his absence from most of her life. **(Str90/500)**

PERSONALITY

Zeus is the very definition of the Olympian god, powerful, passionate, and full of human vices and imperfections. He is noble and proud but his wrath can be terrifying. Zeus is prone to drink, food, and revelry, and has a notorious penchant for philandering.

POWERS AND ABILITIES

As King of Olympus, Zeus wields the power of a Skyfather and is the most powerful of the Olympian gods. He has superhuman strength comparable to his son Hercules and he may augment this immeasurably with his magical powers. Zeus is immortal, not aging past maturity, and he wields immense energy manipulation powers, which he most often releases as lightning bolts. Zeus has limited precognitive abilities.

X-Level: The stat-box is Zeus as a playable **PL20**. His X-level is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

REAL NAME: ZEUS
OCCUPATION: RULER OF OLYMPIAN GODS
BASE: OLYMPUS **AFFILIATION:** OLYMPIAN GODS
HEIGHT: 6' 7" (VARIES) **WEIGHT:** 560 LBS (VARIES)
EYES: BLUE **HAIR:** WHITE

ZEUS PLX2/PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
17	20	9	9	15	13	16	15

POWERS

Dimensional Travel: Teleport 20 (4,000 miles), Dimensional 3, Homing 12 • *55 points*

Immortal: Immunity 30 (Fortitude), Impervious Toughness 13 • *46 points*

Lightning: Ranged Damage 25 • *50 points*

Precognition: Senses 20 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to general trends; uncontrollable) • *18 points*

Skyfather: Sorcery 25 (Variable Power, Any Powers with the Magical Descriptor), Physical Boost: Enhanced Stamina 5, Enhanced Strength 8 (Lifting Str25, 800,000 tons), Limited (temporary; duration of scene) • *188 points*

ADVANTAGES

Benefit 15 (King of Olympus), Diehard, Fearless, Great Endurance, Leadership, Power Attack, Takedown

SKILLS

Deception 7 (+22), Expertise: Olympian Lore 11 (+25), Insight 9 (+25), Intimidation 10 (+25), Perception 9 (+25), Persuasion 12 (+25), Ranged Combat: Lightning/Sorcery 6 (+15)

OFFENSE

INITIATIVE +9

Lightning +15	Ranged, Damage 25
Unarmed +15	Close Damage 17-25

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	15	**TOUGHNESS**	20*/25
WILL	15	* Without Sorcery	

POWER POINTS

ABILITIES	228	**SKILLS**	32
POWERS	316	**DEFENSES**	2
ADVANTAGES	21	**TOTAL**	602

COMPLICATIONS

Relationships: King of Olympus and patron of the incestuous family of Olympian gods, with contacts through the entire realm, along with progeny of liaisons with mortal women. Zeus is a member of the Quintessence (See below),

Responsibility: Zeus is King of the Olympian gods and considers both Olympus and Earth his personal responsibility

Temper: Zeus' wrath is rightly feared by god and mortal alike.

Womanizer: Zeus is a notorious hedonist, indulging in frequent adulterous affairs with both mortal women and goddess, incurring the ire of his wife, Hera, more than once

QUINTESSENCE

Composed of the Phantom stranger, Ganthet of the Guardians of Oa, Highfather of the New Gods, the Greek god Zeus, and the wizard Shazam, the Quintessence represents the some of the greatest cosmic powers in the known universe. They serve as shepherds and guardians of humankind and in ultimate destiny, guided by a knowledge and morality that is beyond human comprehension. They are, however, not infallible - it was they who, in their arrogance, gave Minister William the foreknowledge of the future, transforming him into the vengeance-crazed Gog, the man who would murder thousands of alternate –reality Superman in his belief that the Man of Steel was an Antichrist.

Direct contact between the entire body of the Quintessence and any of the human race is a rare event indeed and one that usually portends for danger on a universal scale.

ARES

Since the dawn of mankind, the irrepressible god of war has worked from the shadows, fomenting innumerable conflicts and scheming against his fellow Olympians.

Ares' enmity for the Amazons dates back many thousands of years to the moment of their creation. Artemis, Ares' sister, petitioned Zeus for the right to create a race of women dedicated to peace and harmony to guide mankind and foster loyalty to the gods. Disgusted by Artemis' plan, Ares counter-proposed to lead an army down to Earth to conquer its peoples and force them to worship the Olympians.

Once Ares lost this debate, the bitter war god began a covert campaign to sabotage Artemis' kind-hearted endeavor. He eventually persuaded his half-brother Heracles to make war on the Amazons. It was this conflict that set in motion the chain of events that led Hippolyta and her sisters to turn their backs on the affairs of men and exile themselves to the paradise of Themyscira.

Although Ares spent the last few millennia spreading discord and engineering conflicts between great nations, he has been forced to work through intermediaries, exercising his influence with discretion. In particular, Ares loathes Princess Diana of the Amazons, dispatched as ambassador to "Man's World" to foil his schemes.

Wonder Woman used her magic lasso to help Ares understand how easily unchecked warfare between modern armies could lead to the destruction of all mankind. Subsequently, this would lead to the demise of Ares and his fellow Olympians as well. In an attempt to preserve both himself and his continued enjoyment of power, Ares has lowered the scale of his endeavors, but not tempered their viciousness.

The modern era has led to more shifts in Ares' power, resources, and status than all of the prior millennia combined. His "closest" children, Phobos, Deimos, and Harmonia have all perished in various conflicts (though this hasn't stopped him from continuing to use others in his scheming, such as Lycus, who Ares has sent to cause Wonder Girl problems).

Acting under the mortal guise of a crime lord, Ares had a child with the immortal witch, Circe. Finally, Ares managed to add the mantle of God of Death to his purview after his uncle Hades was overthrown.

Despite his apparent death in battle against Wonder Woman, Ares is a god that actually possesses a degree of control over the powers of death and the Greek afterlife. Just how permanent the mortal concept of "death" is when dealing with gods is uncertain, and even that concern assumes his physical death wasn't an elaborate ruse or a means to a further magical development. **(Str80)**

ARES — PL16 431 POINTS

Abil: Str 16 **Sta** 16 **Agi** 5 **Dex** 5 **Fgt** 16 **Int** 6 **Awe** 10 **Pre** 6

Powers: Arsenal of Areopagus: Penetrating 16 on Strength damage (Precise, Reach); **Body of a God:** Enhanced Strength 4 (Lifting only, Lifting Str20; 25,000 tons), Immortality 16 (Limited to Non-magical Damage), Immunity 30 (Fortitude Effects), Morph 4 (Anything); **Divine Armor:** Impervious on Toughness 16; **Godly Magic:** Array; - **Divine Flames:** Ranged Damage 16, Indirect 3; - **Divine Gifts:** Create 11, Continuous, Innate, Precise; -**Divine Images:** Illusion 7, All Senses; -**Divine Inspiration:** Perception Area Affliction 16 (Resisted by Will; Dazed, Compelled, Controlled), Limited to Negative Emotions Only ; -**Divine Will:** Transform 7, Anything into Anything ; **Mind of a God**: Comprehend Languages 3, Immunity 10(Mental Effects, Limited to Half Effect), Senses 12 (Divine awareness (Mental, Extended 3), True Sight (Vision Counters Concealment, Vision Penetrates Concealment, Vision Counters Illusion)

Equipment: HEADQUARTERS: AREOPAGUS Size: Awesome **Tou:** 14 **Features:** Defense Systems (wards, bindings, and monsters), Deathtraps, Dimensional Portal, Holding Cells, Living Space, Personnel (thralls and bound spirits), Isolated (pocket dimension), Security Systems 3 (wards and spells, DC 30), Self-Repairing

Advantages: Accurate Attack, All-out Attack, Assessment, Benefit 5 (Status and resources of Olympian god of war), Chokehold, Daze (Intimidate), Defensive Attack, Equipment 4, Fascinate (Deception), Fearless, Improved Defense, Improved Critical 4 (Archaic Ranged Weapons), Improved Critical 4 (Guns), Improved Critical 4 (Melee Weapons), Improved Critical 4 (Unarmed), Improved Disarm, Power Attack, Precise Attack (Close, Concealment), Ritualist, Weapon Bind, Weapon Break

Skills: Athletics 4 (+20), Deception 12 (+18), Expertise: Magic 6 (+12), Expertise: Olympus 12 (+18), Expertise: Warfare 20 (+26), Insight 6 (+16), Intimidation 14 (+20), Perception 6 (+16), Persuasion 6 (+14), Stealth 4 (+9)

Offense: Initiative +5, Melee Weapons +16, Close, Damage 16, Crit. 16-20, Ranged Weapons +16, Ranged, Damage varies, Crit. 16-20, Unarmed +16, Close, Damage 16, Crit. 16-20

Defense: Dodge 16, Parry 16, Fortitude 18, Will 14, Toughness 16

Totals: Abilities 160 + Powers 158 + Advantages 51 + Skills 45 + Defenses +17 = 431

God of War, God of Death: Ares literally draws his strength from human conflict, misery, and destruction. As more and more soldiers are drawn to battle, the more powerful he becomes. That's why he spends so much effort fomenting war and suffering. His ultimate aim is to accumulate enough power to depose his father and claim Zeus' throne for himself. The statistics here depict Ares as he's typically encountered. During a major conflict, he benefits from a constant minor advantage (a +2 bonus). In the midst of a conflict on the scale of a World War, this becomes a constant major advantage (+5 bonus). After assuming his uncle's former mantle as King of the Underworld, Ares also gains at least one additional Alternate Effect to his array: a Summon effect for bringing forth spirits, animated corpses, and other forms of undead.

CIRCE

A devoted priestess of Hecate, **Circe** was chosen as the vessel for her soul when the goddess began to fade into obscurity and chose to leave the realm of gods and mortals behind, although she also left a cryptic prophecy that she would one day come to reclaim what she had given. Now a godlike sorceress, Circe developed a habit of turning men into animals or animal hybrids known as "bestiamorphs." Circe hated the Amazons' philosophy of peace, and influenced Ariadne to kill Queen Hippolyta's sister Antiope following the split between the Amazons over vengeance against Heracles. Circe dwelled for millennia on the Greek island of Aeaea, served by an ancestral cult of her bestiamorphs. When Wonder Woman visited Greece, Circe believed Hecate's prophecy was coming to pass and the Amazon would claim the goddess' soul from her, robbing her of her immortality. immortality. She attempted to destroy Wonder Woman to prevent this, but failed. Since then, Circe has been a foe of the Amazon Princess. She has provoked war among the different pantheons of gods and forged alliances with others - such as Diana's enemy the Cheetah - to gain revenge. She took the lost Amazon tribe of Bana Mighdall and used them to cause strife on Themyscira. She even cast a spell on New York City transforming all male superheroes into bestia-morphs, but Wonder Woman and an alliance of super heroines defeated her. Perhaps her most cunning scheme was posing for a time as Diana's friend Donna Milton, using magic to conceal her identity, making her believe she truly *was* Donna Milton, thus fooling Wonder Woman's Lasso of Truth. She proved too clever for her own good, however. Her Donna Milton persona came to care for Diana as a friend and was able to use Circe's powers to save Wonder Woman from her enemies before Circe was forced to abandon the guise and her scheme. She has continued to empower Diana's enemies and seek means of humbling and destroying Wonder Woman to ensure Hecate's prophecy never comes to pass. Circe is a powerful sorceress, as her Magic Array demon-strates. She's capable of virtually any other spell as a power stunt (given some extra effort) and often employs magical rituals as well. With her Expertise, she can routinely come up with rituals with 18 power points of effect, more with some time and effort. **(Str90)**

CIRCE PL14 174 POINTS

Abilities: Str 0 **Sta** 3 **Agi** 2 **Dex** 3 **Fgt** 3 **Int** 3 **Awe** 4 **Pre** 4

Powers: Immortality: Immunity 1 (Aging); **Magic: Array; -Magic Blast:** Ranged Damage 17; -**Bestiamorph:** Ranged Affliction 8 (Resisted by Will; Dazed, Compelled, Transformed), Progressive; **-Mystic Passage:** Teleport 11 (8 miles), Accurate; **-Spell of Sleep:** Ranged Affliction 17 (Resisted by Fortitude; Dazed, Stunned, Asleep)**; -Veil of Illusion:** Illusion 6 (all senses), Area 4, Selective; **Mystic Shield:** Protection 8, Impervious, Sustained

Advantages: Artificer, Attractive, Connected, Daze (Deception), Fascinate (Deception), Ritualist

Skills: Deception 10 (+14), Expertise: Magic 15 (+18), Insight 6 (+10, Intimidation 4 (+8), Perception 4 (+8), Persuasion 10 (+14), Ranged Combat: Magic 8 (+11), Treatment 7 (+10)

Offense: Initiative +2, Magic +11, Ranged, Damage 17 plus others, Unarmed +3, Close 0

Defense: Dodge 13, Parry 10, Fortitude 11, Will 16, Toughness 11/3* *Without Mystic Shield

Totals: Abilities 44 + Powers 55 + Advantages 5 + Skills 22 + Defenses +38 = 174

Complications: Obsession: Circe is obsessed with preventing Hecate's prophecy from coming true, and also with destroying Wonder Woman (whom she believes is connected to the prophecy); **Power Loss:** Circe's Magic has no affect on, and is nullified by, the herb moly; **Relationship:** Perhaps the only person Circe cares for is her daughter, Lyta

HERACLES

Heracles was one the most famous heroes of ancient times. He is the son of Zeus and the mortal woman Alcmene. Among other exploits, he was a member of the Argonauts that sailed under Jason. Though his worse crimes are forgiven, this has not stopped him from occasionally working against the Amazons.

Seeking to punish the Amazons, Ares coaxed Heracles and his men to best Hippolyta and her warrior people. With Theseus in tow, he marched on their city, and met Queen Hippolyta outside the gates. He was not at all interested in peaceful negotiations, but was unable to defeat her in battle. Impressed, Hippolyta allowed the men to enter the city.

They abused the opportunity, however, using to drug their hosts' drinks; when all were asleep, Heracles made his play. He chained and raped Hippolyta and stole her girdle. He then returned to his homeland with Theseus, escaping the wrath of the Amazons. He could not escape the wrath of the Gods.

For breaking their oath to the gods, the Amazons wereforced to guard Doom's Doorway on the newly made island Themyscira. What they did not know was that the gods punished Heracles by having him support the island. I wasn't until several millennia later that Wonder Woman discovered what had been done to him. She offered to share his burden, which he refused, feeling his punishment just. He did seek to apologize to Hippolyta. The Gods, convinced that he had redeemed himself, took away his burden, allowing Heracles to leave the underworld. He was the first man to set foot on Themyscira, and he immediately begged the Amazons for forgiveness.

Though some of the Amazons still harbored hatred for their past rapes and humiliation, most of them were moved by Heracles' newfound humility, and Queen Hippolyta asked her people to search their hearts for the strength to forgive, which they eventually did. Doing so herself, Hippolyta not only forgave, but shared a brief romance with him before he left the mortal realm to return to his father in Olympus.

Later, Heracles appeared in the contemporary world and schemed to take revenge on the Amazons by seducing Wonder Woman. He did this by making an agreement with the mortal superhero Harold Champion. In exchange for his identity, Heracles gave Champion admission into Mount Olympus. Once this was agreed upon, Heracles used the Mirror of Circe to alter his appearance into that of Champion and proceeded to befriend Wonder Woman as a "new" friend. Heracles' identity was eventually revealed and he resumed his life on Mount Olympus.

A revamped Heracles reappeared during the events of One Year Later. Now shaven, his place had been renewed as a fellow agent of Olympus, who occasionally aided Diana and even replaced her in battle. He temporarily set up his base in the Greek Embassy.

As one of the occupants of Olympus who rejected Athena's decision to remove themselves from the mortal realm, Heracles journeyed to Tartarus in hopes of recruiting Ares to aid him in returning to the mortal realm. Instead, he found Circe who, upon hearing the demigod's story and not wanting to spend eternity in limbo with Athena, decided to partner with Heracles instead. However, this didn't last long, as Circe betrayed him. With Diana's help, he was able to capture Circe, only to reveal his true motives: use her magical powers to transfer the power Circe had stolen and Wonder Woman's own powers to Heracles, himself, becoming a new god to rule over Earth.

Using the Lasso of Truth, he tried to compel Circe to cast the spell, and Diana encourages her to answer the question. Circe, revealing that the only way to cast that spell would be to reverse the original spell, and then re-cast the spell, returning their powers to their original owners and returning Diana's role as Wonder Woman to her. **(Str95)**

HERACLES PL15 159 POINTS

Abil: Str 18 **Sta** 15 **Agi** 2 **Dex** 2 **Fgt** 12 **Int** 1 **Awe** 1 **Pre** 3

Powers: Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 6, **Strength of Heracles:** Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons)

Advantages: All-Out Attack, Benefit (Prince of Olympus), Die Hard, Extraordinary Effort, Fearless, Great Endurance, Power Attack, Seize Initiative

Skills: Athletics 2 (+20), Expertise: Olympian Lore 8 (+9), Intimidation 12 (+15), Perception 6 (+6), Ranged Combat: Spears 6 (+9)

Offense: Initiative +2, Spears +9, Ranged Damage 21, Unarmed +12, Close Damage 18

Defense: Dodge 10, Parry 12, Fortitude 15, Will 8, Toughness 14

Totals: Abilities 108 + Powers 21 + Advantages 8 + Skills 17 + Defenses +15 = 159yta

Complications: Enemy: Hera. Wonder Woman and the Amazons. Relationships: Heracles has 'history' with Hippolyta. Villainous Hero: Although Heracles is one of the classic heroes of myth, the DC incarnation has been given a villainous slant besides his animosity with Hera – patron goddess of the Amazons – he and his men betrayed, enslaved, and raped Hippolyta along with the rest of the Amazons; this has been somewhat retconned with the explanation that Heracles was under the influence of the War God, Ares – and thus not responsible for his actions. Nevertheless, Wonder Woman holds it against him and they have been long-time antagonists, excepting a brief stretch where Heracles attempted to seduce Diana under the guise of the hero, Champion.

OLYMPUS

Mount Olympus was created at the same time as many other pantheon's homes following the release of the universal Godwave that followed the destruction of the Old Gods and their home (see New Gods in *Heroes and Villains, Vol 2* and The Fourth World in this chapter), but was hidden from other godly observers by the goddess Hecatet o allow the Olympians time to recover from the struggle against the Titans. This did not protect them forever, as Darkseid became aware of them and plotted against the Olympians, weakening them through tricking the Olympians into dividing themselves into both Greek and Roman versions. Eventually, Darkseid invaded and destroyed Mount Olympus (instantly rebuilt through the will of Zeus) and later even captured and temporarily replaced the Olympians with Granny Goodness in the guise of Athena. At one point, the gods even abandoned their ancient home to travel among the stars, though they have since returned.

The House of Hades is connected to Olympus via the River Styx, which spans dimensions itself. The House of Hades is divided between Elysium and Tarturus, the former paradise that rewards the good and faithful souls of the Olympians' ancient worshippers, the latter a terrible prison wherein the sinful souls from among the same group are tortured (as are the titans and other enemies of the Olympians).

There are many Olympian gods that have interacted with the DC Universe besides the ones listed here. Unless so specified, the stats listed under their Marvel counterparts should be sufficient (See entry for: **Zeus: Olympian Gods**). The same applies to any of their Roman counterparts (for example, in the DC Universe, Jupiter's stats would be identical to Zeus'). The DC Universe is also home to other Pantheons of gods, like the Asgardians, although they have had less interaction with the people of modern Earth than the Olympians (use stats for their Marvel counterparts. See entry for **Odin: Asgardian Gods**).

ZORRO

Don Diego de la Vega was born and raised in the presidio of Los Angeles, California in the early 1800's. During Diego's lifetime, the powerful Catholic missions that once ruled the community were in decline, while powerful ranchers such as Diego's father, Don Alejandro Vega, gained more economic and cultural influence.

Don Alejandro raised Diego to be compassionate toward all people no matter their class or station. And he later sent his young son to university in Madrid with the expectation that he would eventually become an educated gentleman of the Spanish court. Diego thrived in Madrid as a talented scholar and fencing champion until he received an urgent letter from his father calling him home.

During the voyage to California, Diego learned that a despicable tyrant had declared military rule over Los Angeles. The tyrant's ruthless and oppressive leadership resulted in increased lawlessness, poverty and oppression. Powerful men like Don Alejandro were actively trying to resist the tyrant, but their efforts were proving ineffective. Diego knew his father expected him to join the fight, but he suspected the enemy would know this as well. Convinced he would be more useful as a vigilante, Diego decided to disguise himself as **El Zorro** (The Fox), a mysterious masked avenger who rides by night, while pretending to be a helpless, naive young fop during the day. Diego decided no one - not even his father - would know the truth except for his trusty servant and accomplice Bernado, who pretended to be a deaf mute.

Arriving in California, Diego deliberately established a reputation for being weak and cowardly. He appeared more interested in fashion and poetry than fencing or politics, to the great disappointment of his father. The citizens of Los Angeles came to view Diego as a harmless yet rather exasperating dandy who spent his days drinking at the tavern. Meanwhile, his alter-ego Zorro struck fear into the hearts of criminals and soldiers throughout the land, laughing zestfully while engaged in swordplay, and slashing the letter Z into the flesh of those he defeated. Zorro soon became famous as a champion of the poor and persecuted.

As the myth of Zorro spread, the military targeted Zorro as a dangerous outlaw and put a price on his head. Diego and Bernardo found themselves going to great lengths to protect Zorro's secret identity, including utilization of secret passages and a subterranean cave hidden within the Vega hacienda. To further ensure that no one would suspect the truth, Diego befriended the military officers at the tavern and often joined them in discussing strategies to defeat Zorro. Diego was able to maintain this charade for many years, though he did eventually share his secret with those closest to him. **(Str8)**

PERSONALITY

Zorro is the quintessential swash-bucking adventurer, prone to acrobatic theatrics, daredevil heroics, and taunting enemies. He is dedicated to the protection of the weak. In his Don Diego de la Vega identity he feigns shallow cowardice.

REAL NAME: DON DIEGO DE LA VEGA
OCCUPATION: SPANISH NOBLEMAN, VIGILANTE
BASE: LOS ANGELES **AFFILIATION:** NONE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: BLACK **HAIR:** BLACK

ZORRO PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	5	5	8	2	4	6

EQUIPMENT

Bullwhip: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*
Pistol: Ranged Damage • *3 points*
Sword: Strength-based Damage 3 • *3 points*

ADVANTAGES

All Out Attack, Close Attack 3, Contacts, Defensive Roll 3, Equipment 3, Hide in Plain Sight, Improved Disarm, Improved Initiative, Luck, Languages 2 (English, Spanish), Power Attack, Ranged Attack (Pistol) 6, Skill Mastery (horsemanship), Well-Informed

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Sword 4 (+17), Expertise: Horsemanship 8 (+11), Insight 3 (+6), Investigation 4 (+7), Perception 7 (+10), Sleight of Hand 2 (+7), Stealth 4 (+9)

OFFENSE

INITIATIVE +9

Bullwhip +11	Close (Reach 2), Damage 4
Pistol +11	Ranged, Damage 3 Crit. 19-20
Sword +17	Close Damage 5 Crit. 19-20
Unarmed +11	Close Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	6/3*
WILL	9	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	74	**SKILLS**	24
POWERS	0	**DEFENSES**	22
ADVANTAGES	24	**TOTAL**	145

COMPLICATIONS

Enemies: Don Alcalde, Captain Ramon
Relationships: In both of his identities, Zorro romances, Lolita Pulid, an impovristhed noblewoman. Sargent Pedro Gonzales, is Zorro's enemy and Diego's friend. Zorro is also aided in his exploits by his mute partner Bernardo, who also pretends to be deaf.
Responsibility: Zorro has sworn to free the people of pre-colonial California from tyranny.
Secret Identity: Don Diego de la Vega
Trademark: The mark of the 'Z'.

POWERS AND ABILITIES

Zorro is an agile athlete and acrobat, using his bullwhip to swing through gaps between city roofs, and he is capable of landing without injury from great heights. Although he is a master swordsman, marksman, as well as being highly skilled with a bullwhip, Zorro has also demonstrated formidable ability in unarmed combat, often against multiple opponents.
Even more than his formidable physical abilities, however, Zorro's greatest asset is his crafty and calculating mind. He never uses brute strength, instead preferring to rely upon his fox-like slyness and well-practiced technique to outmatch his opponents. Zorro is also a skilled horseman.
As Don Deigo de la Vega, Zorro also has access to great resources and wealth.

ABOUT THE AUTHOR

Little is known about the origins of the anonymous individual, known by the Internet-handle, **'JES'**. Photographs exist (like the one below) but are unconfirmed. It is rumored that 'JES' – if he truly exists – grew up in the wilds of Oregon – thought by some to have been raised by wolves. Although possessed of a wide variety of trivial knowledge, both science and science fiction, JES has few practical skills and no powers, relying mostly on dumb luck and bullshit. He has published six novels under the pseudonym 'John Lee Schneider' – **WHITE POINTER**, and **SURFACE PREY**, featuring sharks, **HYBRID VIGOR**, about crocodiles, **BLACKFISH DOWN**, with orcas, and has chronicled the dinosaur apocalypse in **AGE OF MONSTERS**, and **EXTINCTION**.

JES — PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	3	2	2	4	2	2	2

ADVANTAGES

Close Attack 2, Defensive Roll 2, Improved Critical (Unarmed) 1, Improved Hold, Improved Initiative

SKILLS

Athletics 2 (+5), Deception 2 (+6), Expertise (Paleontology) 8 (+10), Expertise (Sociology) 6 (+8), Expertise (Science Fiction, Superheroes) 6 (+8), Expertise (Artist, Writer) 7 (+9), Investigation 2 (+4), Insight 3 (+5), Perception 3 (+5), Persuasion 2 (+4)

OFFENSE

INITIATIVE +3

Unarmed +6 — Close Damage 3 Crit.18-20

DEFENSE

DODGE	5	**FORTITUDE**	3
PARRY	5	**TOUGHNESS**	5/3*
WILL	7	*Without Defensive roll bonus	

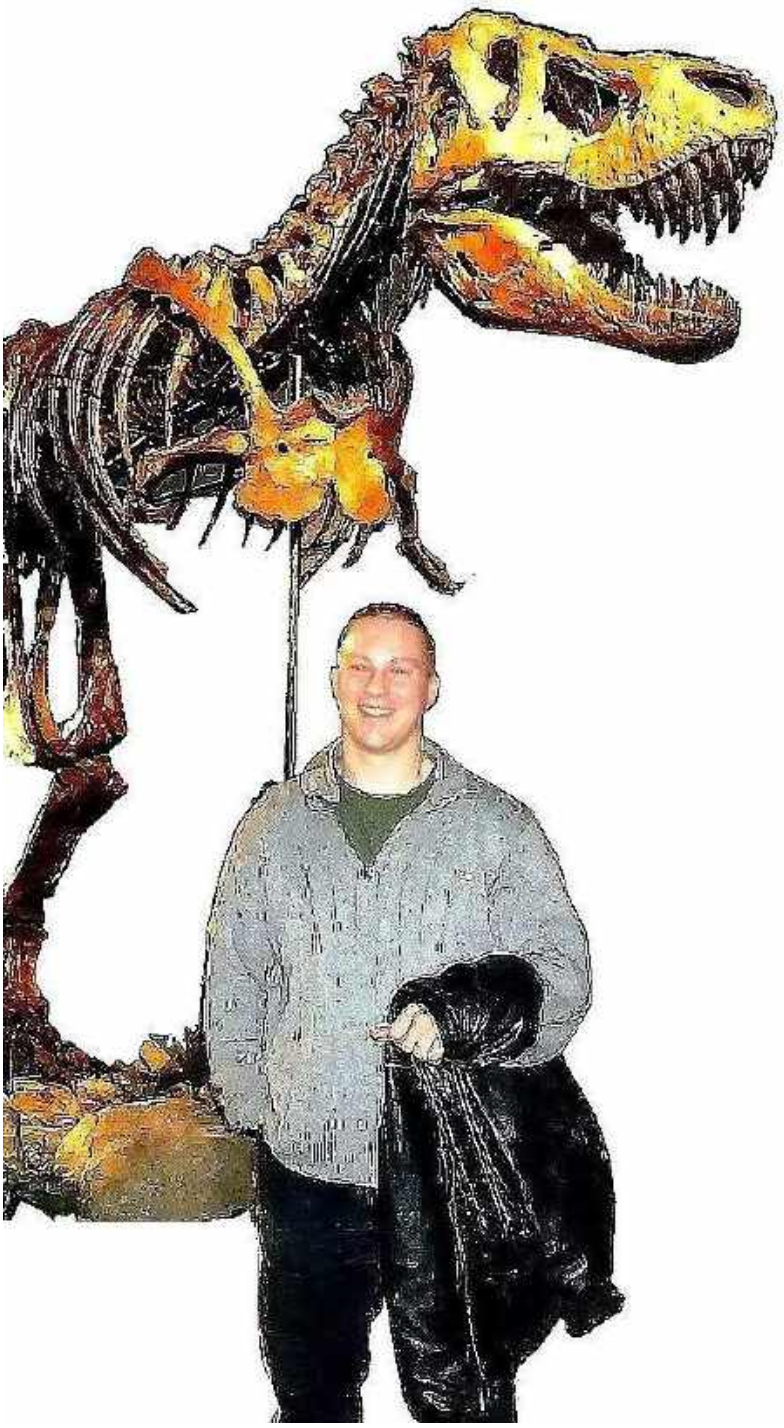
POWER POINTS

ABILITIES	42	**SKILLS**	21
POWERS	0	**DEFENSES**	11
ADVANTAGES	7	**TOTAL**	79

COMPLICATIONS

Enemies: Too many to name. Could piss off a Buddhist monk.

Babe Magnet: Unfortunately only works on women who are married, ex-cons, have heavy drug habits, are involved in the adult industries, are lesbians, witches, or raving psychopaths (see 'Enemies' above)



REAL NAME: UNREVEALED
OCCUPATION: JACK OF MANY TRADES, MASTER OF NONE
BASE: UNREVEALED
AFFILIATION: NONE, BURNED A LOT OF BRIDGES
HEIGHT 5' 10: **WEIGHT** 210 LBS
EYES: BLUE **HAIR** BROWN

Boxing is the sweet science, and battle is all about strategy. A fight is much more than two brutes exchanging blows back and forth – a strong opponent may choose to grapple, or to lay back and wait for a haymaker. Likewise, a small, agile fighter may choose to play a defensive 'float like a butterfly' strategy. A fighter with a strong chin may throw caution to the wind and attack with wild haymakers. You can even gang-up on an opponent. Battle Tactics & Combat Maneuvers allow characters to adjust their strategies, based on their own strengths and weaknesses, as well as the relative abilities of their opponents. NOTE: While any character can employ any combat maneuver they choose, some characters have specific maneuvers listed under their advantages – in which case they receive up to +5 instead of +2 bonus/penalty when employing these tactics.

BATTLE TACTICS & COMBAT MANEUVERS

Attack: Standard attack (punch, kick, energy blast) against any target within the attack's range. If the attack is an area effect or perception range, no roll is needed - it automatically affects the area or target.

Charge: If you are out of an attack range, you can close distance by rushing forward your speed rank or movement power straight towards your target. At the end of your movement, you perform a standard attack a –2. To tackle an opponent, a **Charge** can be combined with a **Slam Attack** (see below)

Defend: By focusing on defense, you forgo attacks in order to take a defensive roll versus any attack that turn, adding 10 to any roll of 10 or less, just as if you spent a hero point (ensuring a minimum roll of 11). An attacker must equal or exceed your check result to hit you.

Grab: You attempt to grapple a target. Make an attack check - If successful, the target makes a resistance check against your Strength (or the rank of a grabbing effect) using the better of Strength or Dodge. If you win with one degree of success, the target is restrained (immobile and vulnerable). Two or more degrees leave your opponent bound (defenseless, immobile, and impaired). You can attempt to improve an existing hold with another grab action on a following turn – degrees of success are cumulative, but if you lose, the target escapes (see **Escape**).

You are hindered and vulnerable while grabbing and holding – you can maintain a successful grab as a free action each turn, but cannot perform other actions requiring the use of your grabbing limbs. Since maintaining a grab is a free action, you can take a standard action to inflict your Strength damage on subsequent turns after the grab is established.

Escape: You attempt to escape from a successful grab Make a check of your Athletics or Sleight of Hand against the routine check of your opponent's Strength or grab effect rank. Success means you end the grab and can move away from your opponent, up to your normal speed minus one rank. If you fail, you are still grabbed.

Accurate Attack You sacrifice force for accuracy - when you attack, you take a penalty of up to –2 on the damage and add the same number (up to +2) to your attack bonus. Your effect modifier cannot be reduced below +0 and your attack bonus cannot more than double in this way. The changes are declared before you make the attack check and last until the start of your next turn.

All-out Attack you can go all-out, taking a penalty of up to –2 on your defenses (Dodge and Parry) and adding the same number (up to +2) to your attack bonus. Defense bonuses cannot be reduced below +0 and your attack bonus cannot more than double. The changes to attack and defense bonus are declared before you make the attack check and last until the start of your next turn.

Defensive Attack When you attack you can take a penalty of up to –2 on your attack bonus and add the same number (up to +2) to your defenses (Dodge and Parry). Your attack bonus cannot be reduced below +0 and your defense bonuses cannot more than double. The changes to attack and defense bonus last until the start of your next turn. This maneuver does not apply to effects requiring no roll or allowing no resistance check.

Power Attack: When you attack you can take a penalty of up to –2 on your attack bonus and add the same number (up to +2) to the damage of your attack. Your attack bonus cannot be reduced below +0 and the damage bonus cannot more than double. The changes to attack and effect are decided *before* you make your attack check and last until the start of your next turn. This maneuver does not apply to effects requiring no roll or allowing no resistance check.

Slam Attack: Tackling - when you charge, you can charge right *into* your target, strengthening your attack, but potentially receiving some damage from the impact yourself. The damage rank for your attack equals your movement speed rank, or your normal damage rank with a +1 circumstance bonus, whichever is higher. If you move your full speed before you charge, increase your damage by either means by an additional +1 circumstance bonus. Base slam attack damage (before circumstance modifiers) is limited by power level. You suffer some of the impact of slamming into a target; make a Toughness roll against half the damage rank of your attack (rounded down).

Team Attack: Against very tough foes, multiple attackers can attempt to combine their attacks. The attacks to be combined must have the same effect and resistance and be within 5 ranks of each other. Multiple attacks all doing Damage against Toughness can combine, but a Mental Blast, must be combined with attacks resisted by Will.

The attackers act in the initiative order of the slowest attacker, and each attacker makes an attack roll against the target's defense. Effects not requiring a roll may be used in a team attack; count the effect as having one degree of success, if it is not the main attack.

Take the largest effect rank of the attacks that hit and count the combined degrees of success for the other attacks: 1 degree provides a +2 damage bonus to the rank of the main attack, 3 or more provides a +5 bonus. In this instance, degrees of failure do not reduce success; those attacks simply miss and have no effect.

HERO POINTS: You may spend a hero point to re-roll any die roll you make and take the better of the two rolls. With a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the re-roll is always a result of 11-20).

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